Mid project review Peran Truscott

**What have you achieved in your project so far?**

1. Completed logic for sounds, collisions and projectiles*.*
2. Written code for movement and collisions with walls.

**What have been your main strengths/weakness of your planning, organisation and time management?**

I forgot to back up a lot of my data, causing massive interruptions when I lost access to my computer. I have also been completely unable to work on my project while in college to a piece of software not being installed. All of my coding has taken longer than I expected it to as I’ve been stuck on several problems during the making of the game so far. Due to this, I have not allowed nearly enough time to get the task done. My hand-in date has been moved back to the later one because of the time this has taken.

**What problems or difficulties have you encountered? How have you overcome them?**

A main problem is was the loss of my computer for an extended period of time. This halted all work on the project. I have now got round this by keeping back-ups for me to be able to work on it if a similar crisis arose. I also have been unable to work on the project in college as I need a piece of software not installed on the college’s computers. To get round this I have taken my laptop into school on days which I have frees. I have also faced a problem with incomplete knowledge of the language due to self-teaching. This has caused extended periods of time of me being stuck on incredibly simple errors and unable to detect them because of inexperience. A mentor figure would be incredibly useful at this stage; however I do not know anyone who knows Java. As it stands, I have also been unable to implement sounds, and my research so far has returned null. I know there is a way to do directional sounds in this language, an example of a game with it is Minecraft, and so I will continue my work until a way is made apparent.

**What is still left to do for your project?**

I still have a lot to do as progress has been very slow. In order of importance I need to

1. Add projectiles or equivalent
2. Add enemy targets/mobs to test game mechanics
3. Add zombie like enemies to harm the player
4. Implement place holder directional sounds
5. Release private alpha game to select testers for feedback
6. Design, record, and implement proper sounds