

Mobile Applications Development 2

Project

Part 2 Development Diary

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Developer Diary

There were many changes made to the final version of the game. There was not enough time for me to implement everything that was written in the initial design document, but I also decided to focus more on the platforming aspect.

I at first had the player have 100 hit points which would go lower when colliding with something that deals damage. Instead of having it be combat focused I got inspiration from tough as nails platformers such as *I wanna be the guy* and *I wanna be the boshy*. These platforms are unforgiving and obstacles or enemies always one shot kill the player. I had to implement a checkpoint system as it would be too unfun and difficult to have the player start the level over again.

I have three levels with more difficult platforming checks and more obstacles and enemies to dodge. I removed combat from the design document and focused more on the tight platforming. I feel like this was a more fun and satisfying change.

In the third level I decided to try something new when it came to tile maps. I have a tile map that's different from background and foreground which is called hidden. These are tiles that the player can walk on and collide with but not see. This led to me trying to make interesting paths in the third level to make it more difficult and not so obvious without failing first.

There are many obstacles and when used together can lead to difficult moments in the game. I have a single spike and multiple spikes which are put all around the levels. Spikes balls are obstacles that move around the level bouncing off anything they collide. Turrets shoot bullets in a single direction quickly and fast making the player wait for the right moment to dodge and move forward to the next checkpoint. Wizards are enemies that stay stationary and cannot be killed but shoot bullets like turrets do but have homing properties that move towards the players position making it tricky to dodge.

Control Mechanics

I implemented the player movement the way I would have liked and feel like it gives a very tight and clean experience when trying to manoeuvre through all the obstacles. The player has one dash in the air, a double jump and decent speed to dodge everything.

Left Arrow – Move left

Right Arrow – Move right

Space Bar – Jump

E or Q – E to dash to the right and Q to dash to the left.

Sound used

I used music from *I wanna be the boshy* where the track plays when the player is dead and the game over screen is shown.

https://www.youtube.com/watch?v=RAzBUQmNhxQ&ab_channel=superstarjonesbros

Asset Creation

Pixel2DCastleTileset was Artwork created by Daniel Szadi.

The player sprites and animations were created by my younger brother Misha Antonov.

Checkpoint Sprite is from *I wanna be the guy*

Turret, all spikes, and bullets were found on <https://www.clipartkey.com/>

Wizard and Wizard attack were also found on <https://www.clipartkey.com/>