Reflection

Time management:

How much time?

I estimated I will spend around 15 hours making this project. And I think I was about right, if I count writing code and making art it was about 13 hours.

How much sessions?

I wasn't sure from start how many sessions it would take, but I estimated around 10-15, the actual session count was 12.

8 sessions = coding

2 sessions = design

2 sessions = art

Workflow:

February 27th:

- Made design and SFML template.

March 1st:

- Divided the screen into forest ground and background and experimented with tree positions.

March 5th:

- Here I started creating important parts of the code such as creating class for mushrooms and setting the layout of the forest as I wanted it.

March 7th:

- Started working on picking the mushrooms themselves.

March 8th:

- I added so when the mushroom is picked, and the mouse is moved the mushroom sticks to the mouse and follows it around.
- I added the rectangle shape of the basket for next commits and made it so when the mushroom location collides with the basket location it disappears.

March 10th:

- Added so the mushrooms appear inside the basket when they are picked but this functionality in this commit was not working properly, and I needed to change it later.

March 11th:

- Added sprites and textures on the rectangles representing mushrooms.

March 12th:

- Fixed the mentioned problem with mushrooms appearing in basket functionality.
- Added new sprites and textures variables, clean some parts of the code and written down the bugs which I encountered throughout the project.

March 20th:

- Added all the textures for all the sprites missing them. I also added the sound of the forest and added a text telling the user what to do.
- This is also the date in which I created this reflection, the screencast, and the artwork documentation.

New Technologies:

I learned how to create new classes and objects and use them for my advantage. I understood it in theory but not in practice. So, it was a bit of a struggle from start, but I think I overcame it.

Worked with objects arrays, this was something that I haven't used before and struggled using.

I experimented a lot with mouse movement and pressing down the mouse, to do different things.

Art wise I worked with pixel art for the first time, properly creating different assets etc.

Problems encountered:

The most problems I encounter were in the code, as I was expecting. Making something new from scratch was a challenge. Sometimes the code just stopped working and I needed to pull previous commits from GitHub.

I think next time I need to make a better time schedule, because in this project I mostly just sat down and started working. Somewhere in the middle of making it I realized this wasn't the correct way to do it.

So, every time when I started my sessions, I set what I wanted to do and what I wanted to make work. If I felt like doing more again, I set again what I wanted to do and did it. This worked for me because I didn't feel overwhelmed, and I always could stop if the flow wasn't flowing and the code not working.

Lessons Learned:

Next time when I will do projects like this, I need to make better time schedule as I mentioned before.

I also need to make the code in smaller chunks. I tend to start writing the code and not stopping until something brakes. I know this is not the correct way but it's just a bad habit of mine and I need to work on that.

Overall, this project was difficult for me to make. Going from calculating simple task to creating a whole interactive experience was big jump. But I think it gave me a lot to learn a lot to think about, with the parts I enjoyed most was the designing of the project itself.