

# Reflective PDF – Vit PrechtI

During this project I have implemented all the knowledge I had from Spring Interactive.

Because this project was based on communication and team effort, I have learned a lot of techniques in Asset Creation, new and better techniques in coding from others.

I found it interesting that we were all able to create art assets that go well together, so we did not have to make many versions. Because of communication, it was easy for everyone to stick to the same vision.

One of the interesting and efficient techniques I have learned in this project was that when making a return value function, I do not need to code it in a .cpp file, but instead just put it into brackets in the .h file. For example, `sf::Sprite getBody() {return playerBody;}`

Another interesting coding technique was creating a draw function for each class and then just draw the class in the game.cpp, it made it so much more organized.

For example, gameplay.cpp had its own set of `t_window.draw(element)` and many other classes did. And then it was all done using if statements for visibility of each class in the game.cpp.

It helped me to get my head wrapped around the use of scenes, classes and making my code much more organised.

An art asset technique I have learned was to use the spray can tool to create an effect for a simple vegetation.

I have not only learned about coding and asset creation, but also project management0.