

Reflective PDF

During the project, I learned a lot of new things from SFML, I used some of my knowledge from previous projects, like my Spring Interactive and tried to incorporate that into the project, although I didn't do all the character Selection it was nice that I had a general idea of how to do it, my teammate Ian Perez Bunuel was our main programmer and he had a great understanding of how to program complex ideas, he has made me a better programmer just by being on the same team. He helped me where I was stuck, I would also like to give credit to my other two teammates Vit and Soph, two very talented artists and sharp programmers. We all used our knowledge to make the game as good as we could. Thanks to this project I have a better understanding of game mechanics like Fast Falling, Knockback and Jumping. I didn't include a "cool things I learned" because honestly almost all of it is cool stuff I learned. I hope to take the knowledge I gained from this project and be able to create a polished game in the future. I also think we got a lot done in the time we had, I think the knowledge I gained from this game is truthfully up there with the most I gained all year, now I understand weirder and harder game mechanics which makes the game feel more alive.