

Diamond-Dash Review

Time Management:

Diamond-Dash was such an amazing experience to try program and problem solve. This Project took me 17 hours to create. I managed my time to be as effective as possible but I went over time , I spent 7 hours with the arts assets and 10 hours coding/problem solving.

Workflow:

Very sorry Pete but I don't have exact dates, but I know what I did in order.

1. I made minecart + rail + sprite first.
2. Added Cave, Minecart, rail shape + Sprites and Added the Move function for the minecart.
3. I made Conveyor Belt, Rock, Diamond, Fake Diamond Sprites.
4. Added Conveyor Belt Rock, Diamond, Fake Diamond Shapes + Sprites.
5. I Added the Animate function for Minecart and Cave Sprites.
6. I Added the Random Object Spawner for each Conveyer Belt.
7. I Added the move function to the objects.
8. I Added animation for the falling objects and conveyer belts.
9. I Spent the rest of the time trying to get the move function for falling objects working.

Problems:

The only problem for me was making the objects move to different Conveyor belts when they were either collected or went out of bounds and I used Images for Animation instead of Sprite sheets.

Lesson Learned:

I would keep all my boundary checks in one if statement. Instead of repeating my code and use less animations it is very awkward to find the correct values for different sized Sprite sheets, but overall I had a great time working on this project.