Spring Interactive Reflection

Year 1, Semester 2, Game Design

Time management and Workflow

Session	Date	Time spent [hours]	Worked on
Start	3.3	2	Design doc, start template
(Later scrapped)	(4.-11.3.)	(6)	Working with Vertex shapes, Quads and hovering (later completely deleted concepts)
Restart (branched out to remake)	12.3.	4	Adding objects, albums sliding up, reacting to mouse click, music playing upon collision of the vinyl and the record player
One	15.3. + 16.3.	4	Vinyl sliding and movement, fixing bugs
Two	18.3.	5	Created first (place holder) assets, smoothed out the movement of the objects (working with game updating)
Three	19.3.	4	Animated active record player, created vinyl and record player interaction – snapping the vinyl onto the record player, work with changing textures, added new way of hiding the vinyl (drag & drop)
Four	20.3.	5	Working on final assets, small code refactoring (array for songs), changing frame incrementing for each song
Finish	21.3.	2	Cleaning up and checking code

Time estimated: 15 hours

Actual time: 26 hours (excluding scrapped 6 hours)

My focus in the beginning was on the code. Then I created place-holder assets to be able to implement them. After I had a functioning code that I considered sufficient, I worked on and created the final art assets. Later the focus was on polishing everything.

New Technologies

Something I implemented in this project for the first time was fading out and "sliding" the sprites. Since there can not be used loops for situations like:

```
while (album is not revealed)
    move;
```

since the object would not be updated after each step, I used booleans and if statements to replace that functionality to reveal, hide and fade out the albums and the vinyl. That way it is drawn after each step and creates smooth movement. Meanwhile the while loops would just happen in one update and the progressive movement would not be noticeable.

Problems encountered

At first, my plan was to use shapes in SFML that could be tilted inside of the code such as Vertex Shape and Quads. I did manage to render them, correctly add textures to them and even move them. However, eventually I found it too unfamiliar and difficult to work with them since it was too time consuming to debug them and had to scrap the whole progress and recreate everything using something I already knew – rectangle shapes. With those I created the perspective using the textures instead.

Overall, I was missing better code planning. I worked with classes for the first time which I would say I did not end up properly utilizing anyways, and with more code, there was more chaos and disorganization. This in my opinion sort of carried over even into the final version. My coding process was missing regular refactoring.

Lessons Learned

Next time, I would plan/pseudocode my program a lot more beforehand. In case of planning to use any new unfamiliar concepts, I would do a lot of research and practice with simpler examples first to get used to its behaviors.

I would also plan my sessions better because with this project I either worked during one-hour free periods at college, which was too little or overworked myself by having non-stop many hour sessions at home with little to no breaks for multiple days in a row.