Written Response - Phoenix

I had a few difficulties while programming our game. One includes the notifier boxes. Pierce and I couldn’t figure out where they would fit, and we spent around fifteen minutes arguing where they should go (He wanted one at the beginning and end, I wanted one in the beginning of the first level), and we eventually compromised at the beginning of each level, detailing a ‘backstory’ of the game, which we developed together overtime.

Another difficulty was the art. I made all the sprites and picked out the background. Pierce wanted the art to be something different, and so did I, but we reached another compromise with our new clicker game. It worked out well, as it brought several more ideas to the table, which I may possibly expand on in the future. My second difficulty was figuring out how to implement a procedure, which I did independently. I figured out that to implement a procedure I simply needed to call a block of code, which didn’t really have to repeat. That took me a little bit to figure out. It worked properly after that.

By far the biggest difficulty I encountered was implementing the music. At first, I used the ‘sound’ block in the designer, but when I finally managed to insert the music, it would cut out immediately and then restart on the next screen, leading to a buildup of several songs. I remedied this by replacing the ‘sound’ block with the ‘player’ block, which stopped the song from cutting out and fixed the song restarting on the next level/screen.

We started off by laying the entire app out, starting with level one, two, three, the end, and then the intro. We had some trouble with the branding screen but we fixed that quickly and moved the intro screen from ‘screen1’ to the ‘intro’ screen. Afterwards, I worked on the basic functions with the button, which Pierce helped with. After that, we got the screens to switch to another after reaching a certain score (Ex. 100 required to go to next level/screen) and added a score counter. We then added music and fixed the problem with the ‘sound’ blocks mentioned earlier. We then added an about screen and spruced up the intro, added a restart button in the about screen, and then we considered it finished… for now.