

My game “Pirate Kingdom” was a very fun but challenging project to create. To begin, I was inspired by a few other games in terms of style and concept. The Hammurabi game in which we viewed in class gave me an idea for how the actual gameplay should feel as well as gave me the idea to include a description/ruleset below the game itself. Furthermore, the pirate concept was taken from a game series that I used to play as a teenager known as “Tradewinds”. Similar to my game, Tradewinds is all about being the captain of a pirate armada, upgrading your fleet and managing your resources in a different way. In terms of code itself, I referenced my final project from DMS 110 (Programming for Digital Art) quite a bit. While my final project from that class was not a game, the code shared many elements that I was able to translate into Pirate Kingdom specifically, using a class system to run the game which proved to be very helpful to me in terms of keeping everything organized and fluid. In combination with the source code, I utilized many of the HTML5 elements that I have been learning throughout the semester to create a simple and clean but effective interface for the game, therefore, not taking attention away from the gameplay itself. Furthermore, in terms of HTML5 style, I did not use Bootstrap for this project which led me to learn and use a lot more CSS styling such as padding, margins, borders, and position to ensure that everything fit together nicely on the page while also playing around with a couple extra features. There were challenges associated with this project for me however. The biggest issue I had was attempting to complete the MongoDB portion of the project, at first I struggled a lot using nodeJS, once I had that sort of figured out I began running into smaller problems connecting the database to my game. Ultimately, when the project was changed from being long-term play to turn-based play I decided to cut my losses and make the rest of the game as enjoyable as possible since players won’t have much of a reason to need to save their progress anyways. One of my favorite parts of developing this game was getting to bug test and problem

solve through problems that arose in this manner, this not only helped me think a lot about how my code functions but it was also cool seeing it slowly turn into the game that I pictured when starting this project. To conclude, this project helped me learn about everything that goes into making a functionable game such as style, code as well as debugging and eliminating exploits, if I had more time and were to make it again I would be sure to include database functionality because that would enhance and create opportunities for a lot more features such as achievements and global leaderboards, otherwise, I am very pleased with Pirate Kingdom.