Quentin Beck

Final Write-up

The biggest triumph in the project was being able to make all the different paths. It was very difficult at first, to know where to start directing the different paths to the main story, but after a while I figured it out, and it was relieving to not have to make a whole bunch of different stories.

The biggest problem was creating the fighting system. Because when I first made it, when you decided to flee, it didn’t stop the loop the first time, and you had to continue fighting. The final boss fight was also difficult, because I wanted to not be able to flee, and have a different damage for punching and shooting. Also because it was a boss fight, it had more health and I wanted to make it easier to hit so you wouldn’t always die.

The most valuable thing I learned was how to make a whole project from scratch. There were no guidelines and it could be anything I wanted. I knew what I wanted to do, but not how to do it. I played lifeline but I wanted to make it more interesting, because frankly lifeline was not too fun. I wanted different endings and different choices and a fighting system. And learning how to put that together just from my imagination was very valuable.

My favorite part was able to see the final project. Being able to see my hard work actually be able to function properly was really fun. I enjoyed it a lot, and letting others play it and seeing their reactions to the game was amazing.

My least favorite part was creating the whole story. It was an original story, and I had to decide what to do at every turn in the game. It was more difficult than actually making the program.