Developer Diary

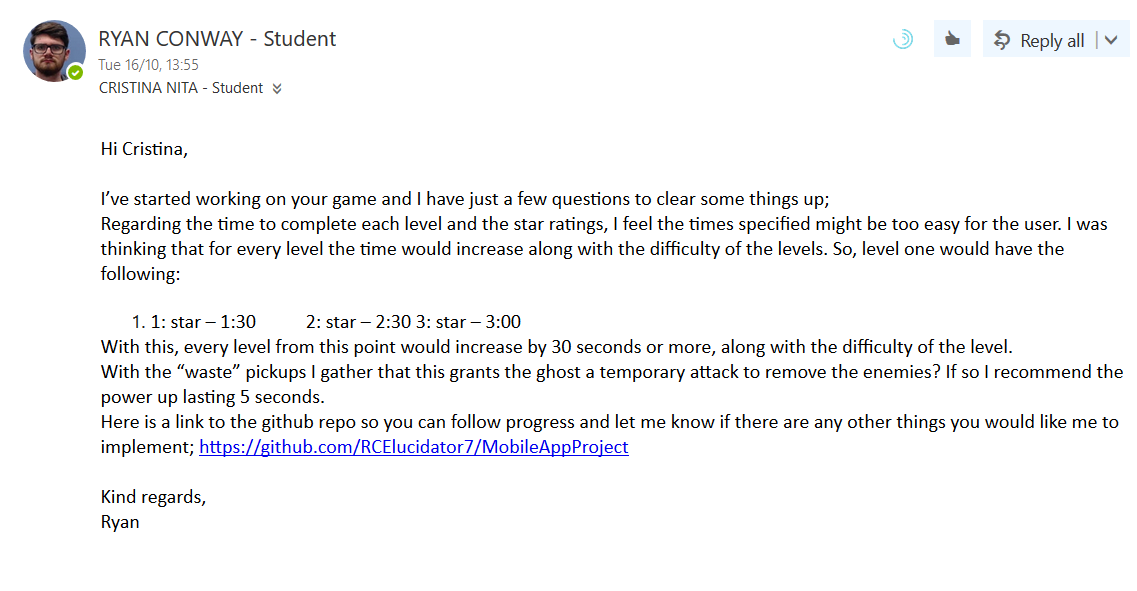
October:

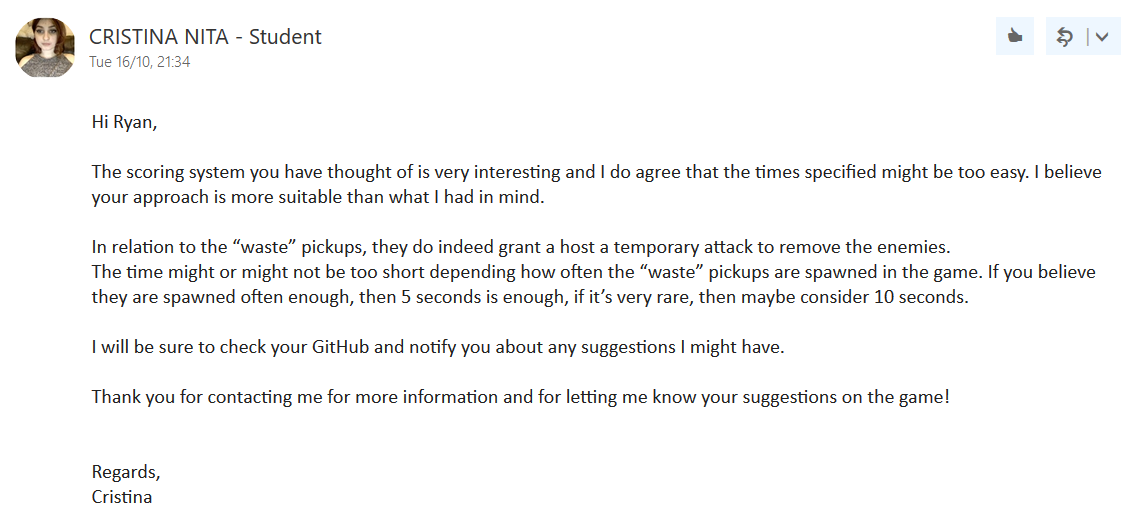
Started working on the game I was assigned to. I have talked with the customer and clarified some of the information that was presented in the design document. With this, I have now started on basic mechanics of the game with the information I have.

October 15th-19th:

This week I finished up on most of the mechanics of the game, including running and jumping, along with an enemy that chases the player when they enter close proximity. I am planning on now implementing some graphics such as better player models, backgrounds and obstacles. I will be in contact with the customer for any preferences on models and more mechanics regarding the score and win conditions.

October 21st-25rd:

This week I contacted the customer to clarify a few questions I had about the Design Document. I proposed a new idea on the way that the scores are obtained as I felt the initial way proposed made it too easy for the user and added more difficulty to the game. I also inquired about the “waste” pick-ups she had mentioned in the document just to clarify how it would work in game. I got a quick response and we agreed on how I should develop things going forward. This week I also added a menu with a basic navigation between the Scenes I currently have.



October 29th-November 2nd:

This week I added in some menu navigation containing a main menu and a level selection. Currently on the main menu is four options, two of which are working. The buttons are “Play”, “Options”, “High Score” and “Quit”. I also added more obstacles to the first and second levels.

November 2nd – November 14th:

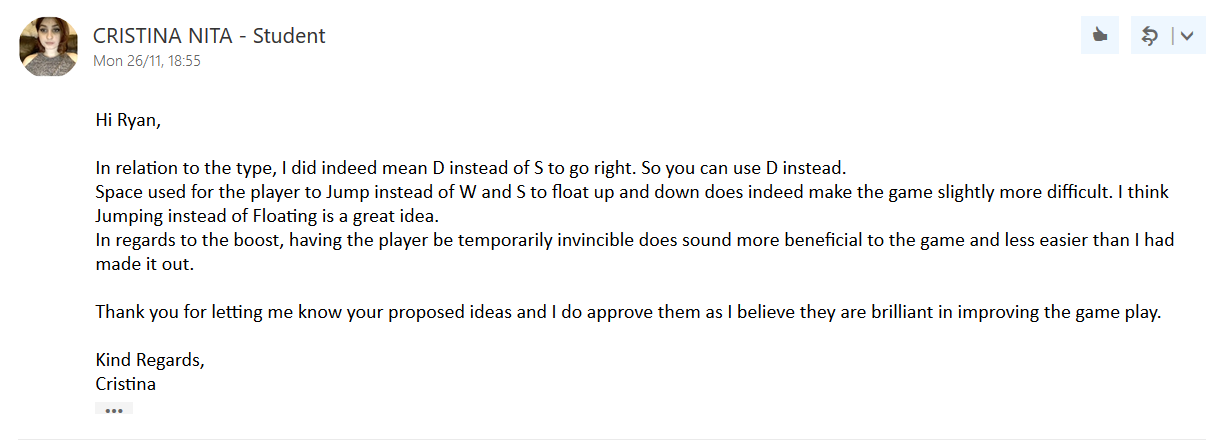
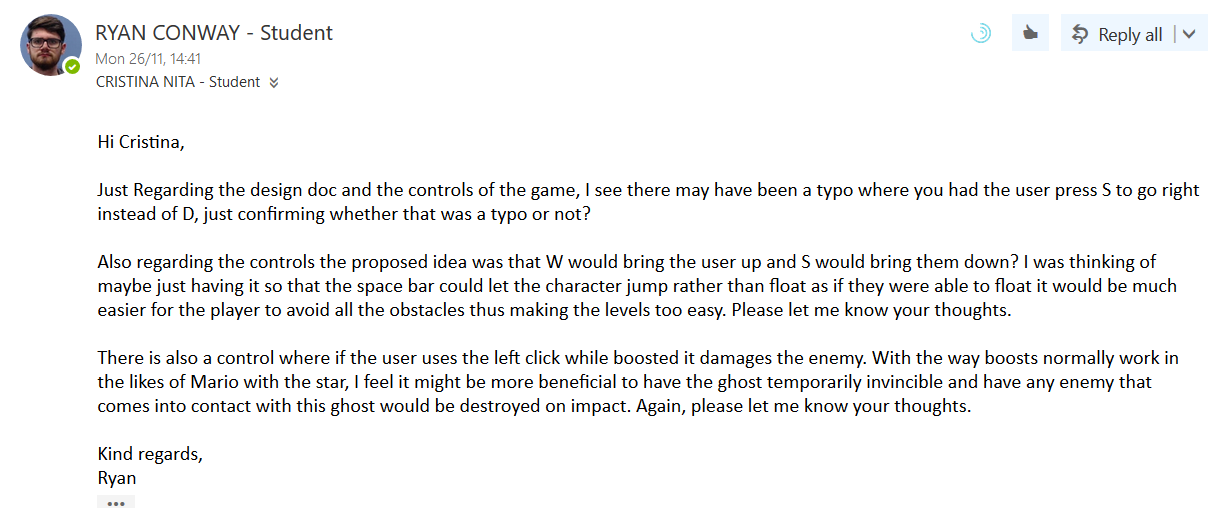
During these two week progress was slightly delayed as I had other projects that took priority. Within these two weeks I completed a Pause Menu that could be triggered by pressing the esc key on the keyboard. With this I also designed it so that when the user presses esc again that it would un-pause the game. On the Pause Menu I currently have two options, Un-pause and Quit. Un-pause would also resume the game whereas Quit would bring you to the main menu. With this I was ready for my demo.

November 14th – November 26th:

Again, progress had stalled for a number of days as I had other projects and assessments to tend to. I have done some of the main mechanics, such as having the Player take damage when coming into contact with an enemy. The Player has 3 heart containers which will decrement whenever it comes into contact with an enemy. Waste pick-up is also functional, where when they come into contact with it the Player will turn green for 5 seconds, during this time if the Player comes into contact with the enemy it will destroy the enemy. Now that I have some of the more core mechanics complete, I can work on game design. I will also message the Designer on some questions brought up during the demo.

November 26th – December 2nd:

I sent another email to Cristina just to clarify a few more issues that were brought up during the demo. I also enquired about some game mechanic changes that may benefit the product. She replied quickly and agreed with what I had proposed and cleared up some current blocking issues.



With this response I implemented the double jump feature and the temporary invincibility. During this time I also added more design to the first level to make it less linear, adding more enemies and “waste” power ups and added a game over screen for when the player loses all their health.