MIDTERM DOCUMENT

**Midterm Planning Document 3/18**

Midterm Project Idea:

Game:

* Something with Fire coming out of it  → control horizontal left and right arrows
* Items fall from the sky at random
* When the item touches the fire its disappears
* Up arrow activates particles/fire
* Bar that depletes everytime falling object touches fire gun
* When bar is at zero → background black or game stops or something

1. Fire Gun → make and move from side to side of screen with arrows
2. Objects fall from sky at random
3. Make bar that depletes everytime object touches fire gun until black

ADD PARTICLES:

1. Particles that come out of gun → make hue change as higher
2. Activate particles only when up arrow is pressed
3. Make object disappear when touching fire

**Midterm Presentation Notes 3/25**

* Concept: What your sketch does and how it's supposed to function.
  + My sketch is very simple game in which the player moves the object (which is a circle) left and right (using left and right keys) at the bottom of the screen to avoid other randomized falling objects (triangles). If the triangles come into contact with the ball, you lose “life” which is indicated by a bar displayed on the screen. When the up arrow is pressed, the ball releases fire particles that when in contact with the triangle make is disappear which helps keep the user alive.
* Background: Motivation, research, inspiration etc.
  + As someone with very little coding background I wanted to make something different and that challenged me but within the scope of things we’ve learned
  + Show planning
  + For each step of the way I looked at my previous HW assignments as the midterm was kind of a culmination of everything we’ve done so far so looking at homework was very helpful
  + Similarly I had to watch youtube videos translate other objects or coding problems into what I was doing
  + For the colors I just kind of went on adobe color wheel and saw what looked nice so that everyone wouldn’t want to gouge their eyes out lol
  + I wasn’t too happy with like the actual objects and ffel it would look better with uploaded images maybe but I struggled a bit with the last part of my coding so figuring out the images without having like formally learned it would have been hard
* Demo the actual sketch.
* OPTIONAL: A walkthrough of your code.
* OPTIONAL: Notable moments in development (i.e. an initial bug that you had and solved, a solution to a problem that you think was clever and u wanna share with us).
  + Figuring out the collision or like distance code for making the lifebar decrease was helpful and really helped for the issue I was having with making the triangles disappear
* Conclusion: Identify bugs/things you weren't able to implement, or things that you would like to implement in the future if you had more time.
  + I think I would like to develop it further with an objective really, I guess right now it's just to avoid dying but maybe another element would be
* Time for Q&A where we either help you solve your bugs or give you feedback on the sketch.