

## CGRA 151, T2 2016, Assignment 5 Report

Student name: Ryan Cherry

Student ID: 300339331

Name of game/artwork: Chicken Bomber: A Bomberman rip off

### Vision

A game that is based on the old game bomberman. To be played with 2 players in a deathmatch, where the players try to blow the other up, while not getting blown up themselves. The map was changed to a 16x16 grid. The settings and lobby idea was removed because it was irrelevant.

### Achievement

I managed to get a good working version of my game out. There were a few bugs that I was not able to solve, such as the keys waiting for the game to start and activating, rather than being ignored while the game wasn't running. Other than that, there was 2 boost, 3 different kinds of bombs, and 2 players. The graphics were as good as I wanted to get them, without completely killing the frame rate.

### Technical Challenges

The main problem I faced was how to handle the timing of the bombs, so that they went off after a few seconds. I addressed this by creating a field in the Item class that would tie the amount of seconds I wanted for the bomb to the frame rate at the point it was made. This field would then depreciate until it hit 0, at which point the bomb would blow up. There is probably better, more reliable ways to address this, but my system worked and I prioritised other areas instead. Another challenge that I faced was with getting the overall position of everything on the screen. To get the x and y coordinates of this I had to sit down and plan it out to tie in with the width/height of the display, as well the size of the map I was creating. It couldn't be done by guess and check.

### Reflection

This assignment was easier than other assignments in terms of content, as it was mostly basic drawings. The hard part of it came from the logic that had to go into the game, rather than into the graphics side of it, and getting everything to work together proved difficult. I tried to get everything I planned into the game, but some things were cut as they were either too difficult or irrelevant. If I could go back and change how I did it, I would get a proper timer system in place, rather than the one I tried. It would have made the whole process a lot easier as when I upgraded the graphics to be beyond the boxes I had early on, it broke most of the game logic.