Reflective Journal

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**My Achievements**

I have added small animations to my character for kicking, punching and blocking. I have looked into a small bit of a saving system with xml and looking on how to have my leveling system working im going for having the player gain points by defeating enemies and additional points for highest combo count. I had my midpoint presentaion this month i felt it went well and I got good feedback from . She told me to look at my game and get the overal goal of the game is it to reach a certain destination or deafeat so many enemies and how does it reward the player as they play.

**My Reflection**

With examsming up and other projects due i didnt get a whole lot done. But what i have done I have felt i am making progress. With the midpoint presentation I have a lot to think about with regards to my game. I need to start looking at more function to reward player and to give them a feedback in some way of how they are playing and how far they are from leveling up or thier progression in my game.

**Intended Changes**

To implement a saving system into the game then to add functions to count how many enemis a plzyer fights in one period of combat the players highest combo in that combat period and translate them into exp for the player. Then when the player does level up to give them a reward if that be a new attack or to make the players attack stronger.