

# CGRA 151, T2 2016, Assignment 5 Report

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**Name of game/artwork:** Star Jump

## Vision

The concept of my game is modelled off Doodle Jump and Color Jumper made by Stephen Sahrn found here: <http://www.openprocessing.org/sketch/102745>.

The plot involves a star which has fallen out of the sky and need to climb the clouds to rejoin the other stars in space. The objective of the game would be to make the star stay up in the air for as long as possible by jumping onto and off platforms.

The platforms are magical and consists many different types which are constantly moving downwards so the star must jump off a platform before it disappears off the screen otherwise they fall off. The platforms do different things such as vanishing when touched by the star, which can be advantageous or disadvantageous to the player to help the star upwards.

## Achievement

Originally I had planned many different types of platforms, power ups and obstacles for the Star to interact with. But due to time constraints and other assignments due on the same day I wasn't able to implement all of them.

Platforms: I managed to do a standard and vanishing platform but not the other 4 (break through, slider, crusher and recoiler). I also changed the points given for landing on the platforms since I only implemented 2.

PowerUps and Obstacle: I made an alien obstacle and crystal powerUp but didn't implement the rest (slime, meteor, shield and moon dust). Again, I changed the points given for touching the objects since I only implemented 2.

## Technical Challenges

The two greatest challenges I faced during working on this assignment was time management and dealing with the change in behaviour when running Processing in different computers.

1. I have a small window laptop at home which runs the program faster than it is run on KDE.

Because of this certain actions which rely on the precision of the time, such as when the game finishes or when the star makes contact with an object are executed faster on my laptop and slower or on time in KDE. This made testing and debugging difficult as I had to keep taking it back to University to see if one part (i.e. landing on the platform) is timed right before I could work on another (i.e. interacting with objects on the platform).

2. I'm also taking SWEN 222 and the final project for it is due on the same day as this assignment so it was really conflicting and hard to manage time to do both. Since SWEN 222 is part of my degree, I prioritised it more thus I couldn't implement all the interactive material for the game as I had initially planned.

## Reflection

This assignment was a lot of fun but the deadline for it was much closer than I imagined. I took on more than I could do so a lot of the objects I planned weren't implemented. But my core game and movement are working and I have the basic interactive material so I'm happy with what I've submitted. If I could I would plan a more fun and addictive game with simpler controls. That way it's not too difficult to implement and also fun and easy for the player so they can enjoy playing it without too much confusion.