**Apple Catcher Development Log**

\*\*Last update to this log was 2/26/2018\*\*

**Environment:** GameMaker

**Summary:**

Apple Catcher is a game in which apples move down the screen. Each apple has a letter on it, and to “catch” the apple, the player must type the corresponding letter. Over time, the letters are spawned more frequently, more are spawned at once, and they will fall faster, all which creates a challenge for the player. The purpose of the game is to help the player better their typing habits. In the start menu, there is a “help” section which outlines proper keyboarding position.

**Game Objects:**

* **Apple**: The apple is a single object, with 26 sprites all representing a letter. It moves down the screen at a set rate and is destroyed when it touches the ground.
* **Ground:** At the bottom of the game. Is used to detect collisions with the apple. When an apple hits the ground, the apple is destroyed, and lives are lost.
* **Controller:** An invisible object. When it is created, it spawns apples at a set rate. Once a user hits a certain score threshold, or a certain time is reached, apples start spawning quicker, spawning more at once, and start falling faster. The controller is also responsible for drawing the lives and the score.
* **Music Controller:** Controls the music in the game, as well as default options for the sound effects and the music.
* **High score controller:** Draws the high score when the game ends.

**Resources:**

* All artwork was drawn by me (art is not my thing).
* Music is created by my brother, Joshua Kiechel
* The how to play page has an image of a keyboard to show proper keyboarding technique. It is not my image. The source is linked below it in the game.

**Ways to improve:**

* Add more levels of increasing difficulty
* Create beginning cutscene to add to the backstory. Girl needs help catching apples.
* After adding more levels, could add a “level select”, as well as goals for each level.
* Could throw in other items you shouldn’t catch, like shoes, or even unripe apples.
* Add objects that give a boost when typed, like stopping time or adding lives.

**Version Log:**

**Version 1.0:**

* Version 1.0 is the original concept. At the time, I didn’t have a background story as to why the player would want to type the letters before they hit the bottom. Version 1.0 is just the letters falling down the screen, and the player being able to type them. There is no sound, and for some odd reason the ground is misplaced.

**Version 2.0:**

* Version 2.0 is the first version where the “Apple catcher” idea comes into play.
* There is now a start screen, but it has no design, and clicking “how to play” leads to a blank screen.
* No settings to turn music on/off
* Game now has apple catcher background when playing.

**Version 3.0:**

* The entire game is now “apple catcher” themed.
* Start menu includes options menu which allows the player to turn sound effects and music on/off, as well as choosing between two different songs.
* While playing, the sound effect that occurred after a user typed a correct letter was seriously delayed. This is fixed in later versions.

**Final Version:**

* The version turned in for class
* There is now a high score table that shows up after all lives are lost.
* Refined when and how many apples spawn at once
* Made sound effect for catching apples less delayed (although it is still a little delayed).