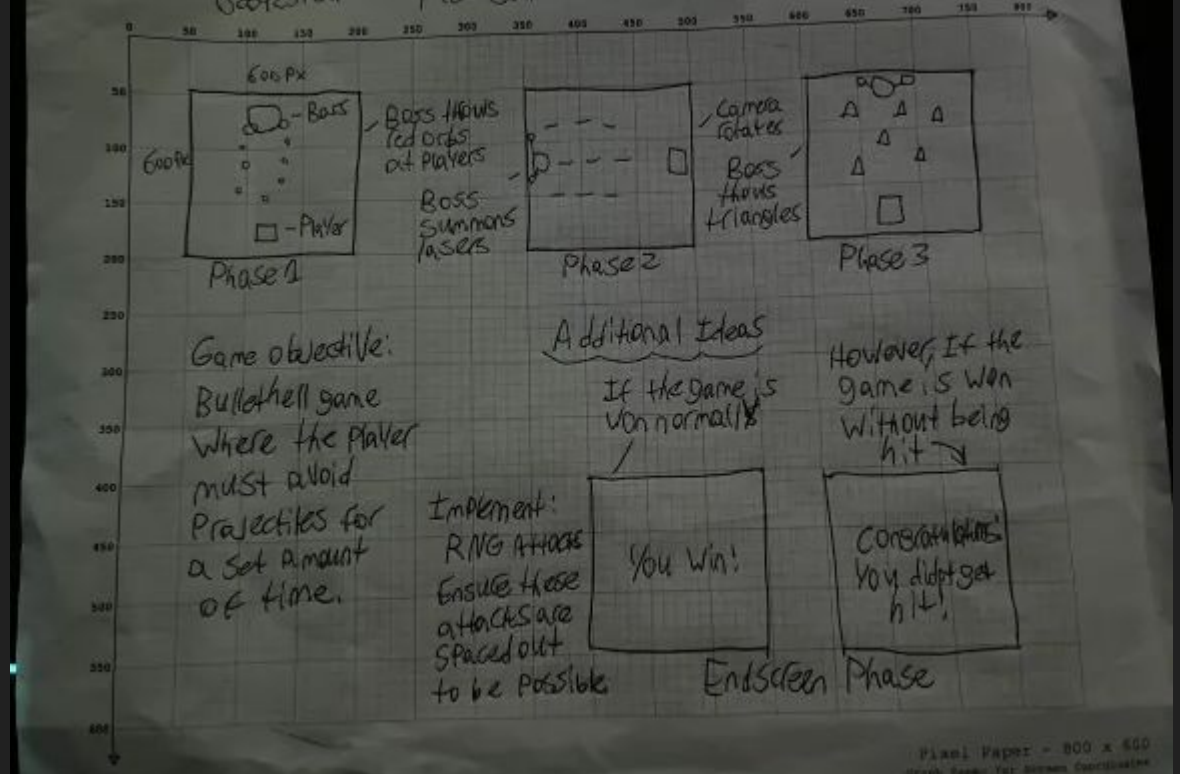
Ethan Gapic-Kott
0009231=11

Assignment 3, 2D Game



Ethan Gaspickett 000923124

Assignment 3 2D Game Challenges

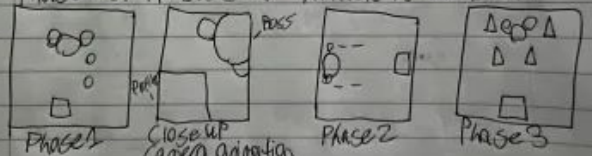
Where do I even begin...

Trying to implement a Rhythm style game without a game engine is very experimental.

Just shapes & Beats

First limitations!
I was inspired by both, Undertale and JSaB to create a rhythm game where a boss would attack the player in sync with a song.

I composed my own song using FL studio with 3 things in mind. A melody for Phase 1 (S104) a build up where I was going to animate a boss have a second phase, then a desperation (hard difficulty) phase for the boss to "Attack to the beat"



Well it turns out, restrictions to animations made me forced to take a different route.

After coding the boss, It felt awkward that a giant homing circle followed the player with falling projectiles, which lead to its removal.

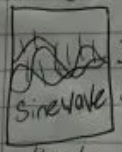
Ethan Gaspickett 000923124

Assignment 3-2D Game

After the fitting removal to the boss approach, I decided the game could be a bullethell to avoid targets (projectiles)

This idea seemed fitting for a second unimplemented idea, Background design. I wanted to have a background coexist with the theme, but had to backtrack because it is near impossible for me to use code to create detailed drawings

I went for the approach to create a pulse feature to give the game "life" to the song as I couldnt achieve this with the code on its own without a game engine.



I took on the challenge of creating a sinewave to react to the song but long story short this completely broke my code.. several times. If it ain't broke dont fix it.