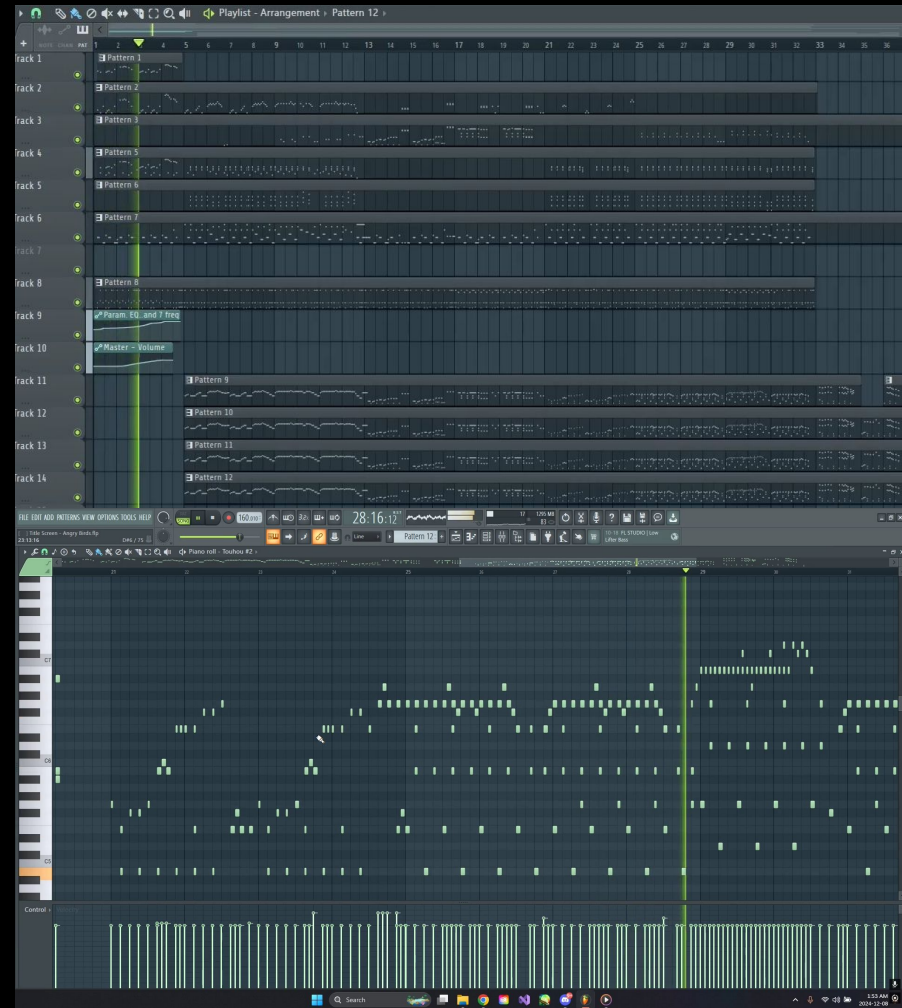


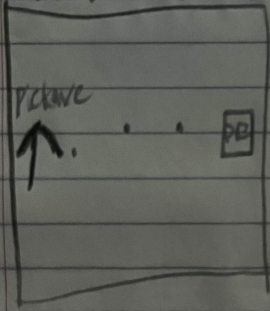
Initially for this project, I wanted to create a clone of angry birds as this fitted 2D-Game pre-requisites.

I started off by recreating the Angry Birds theme song using basic instruments in FL studio before modifying it to seem “Cave themed”. I then got inspired to create a game based around the song I had created, with connecting “Cave themed” to “Angry Birds” in the sense of the game creation.



Assignment 5 - Process Work

Originally, I had the idea to create a replicated clone of the game Angry Birds however, I instead took inspiration from the elements to create my own take on the game by replacing the slingshot aspect with a pickaxe to mine ores instead.



The main objective of this game is to have the ores surrounded by stone blocks which the pickaxe can break to reveal the ores in order to obtain score.

The main problems in the creation of this godot project was the fact that, an absurd amount of information from reputable sources, were conditioned towards .gd script as well as older versions of godot such as 3.x instead of godot 4.x.

This posed as many trouble shooting challenges as, following instructions in a short timeframe I was unable to achieve my end result for the game.

Sadly for this inspiration I had to create my own twist on the mechanics of angry birds, caused me to be bottlenecked from the collision-sprite information as the vast majority was very difficult to find.

The concept I had was to destroy the stone blocks to reveal the “ores” which would give the player score, but I am still happy that I managed to create a slingshot effect on the Pickaxe sprite which in the end, helped as a learning experience despite not reaching my desired end goal.

