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CART 253 – Final Project Progress Report (Exercise 7)

Since my prototype's initial submission, numerous changes have been made to the Lemmings

project. For one, scenes (1-1, 1-2, 2-1) have been added, allowing for the first scene to be randomized

and for the game to progress onto the second state with the lemmings that survive the first. Another

addition is the addition of a mute and fast forward button, which are coded to work in any scene.
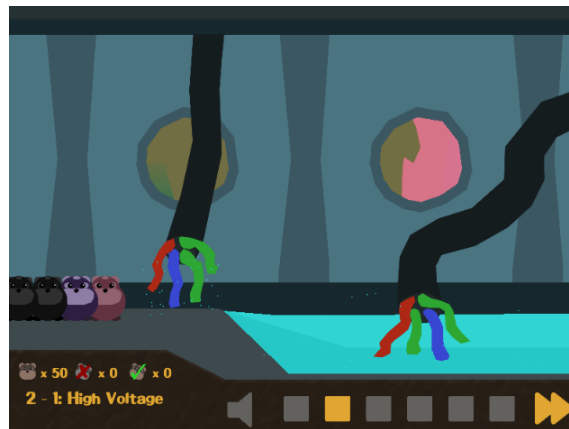
A large number of bugs have been ironed out to allow lemmings to progress from scene to scene,

though I rather not go into specifics about those. The main technical challenge at this point is that while

I initially set scenes as classes with methods to load their variants, I haven't been able to use any of that,

instead using scene specific loading for each area, which massively ups the amount of code in the main

file. I'm unsure if I'm able to load images, check the state of each lemming and access bools from inside

the classes, so I'm at a standstill on that front.

```
481   function sceneSpecificDisplay(area, variant) {
482     switch (area) {
483       case 1:
484       switch (variant) {
485       case 1: // 1-1
486       image(bg1_1,0,0);
487       pitStartX = 500;
488       if (!totemfallen) {
489         image(totem,0,0);
490       }
491       else if (totemfallen) {
492         image(totemfell,0,0);
493       }
494       playMusic(bgm1_1);
495       displayClouds(10,3,gameSpeed);
496       totemCheck();
497       moveLemmings(620,gameSpeed);
498       checkGrav(pitStartX,gameSpeed);
499       break;
500       case 2: // 1-2
```

```
241   function loadScene(area, variant) {
242     switch (variant) {
243       case 1:
244       area.VariantOne();
245       break;
246       case 2:
247       area.VariantTwo();
248       break;
249       case 3:
250       area.VariantThree();
251       break;
252       case 4:
253       area.VariantFour();
254       break;
255       case 5:
256       area.VariantFive();
257       break;
258     }
```

Scene Specific (Current)   vs.   Method Based (Desired)

For the future of the project, I'm realizing how much I lack in time for this project. I'll likely make one variant for the third, fourth and fifth scene, though I doubt I'll have enough time to make any more, seeing as each scene takes several hours from start to finish. If I can get the class methods to load scenes instead of the main script, that'd be a massive help in terms of readability. This is a project I'd likely revisit outside of this class and remake inside a program I'm familiar with – ClickTeam Fusion 2.5 – in order to give it the scope and depth I'd originally envisioned.