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Final Project Reflection

This project is an html/javascript game that runs in your browser. The player controls a rocket in space by moving it up and down on the screen trying to dodge oncoming analog televisions flying at them. The score is tracked based on the amount of time the player has not collided with a TV. This is the second project I have completed that uses the “game loop” code functionality (the other is a randomly generation program that makes art that looks like 2d webs). I heavily drew from my mistakes in workflow from the art program project when developing this game. The web art program took roughly six weeks and the game only took about 2 weeks to complete.

One of the most rewarding moments in development of my game was arriving at “proceed or pivot moments”. During the last project I had made a ton of progress during the first 4 weeks and in the last 2 weeks I tinkered with things that ultimately didn't matter for the end result. I knew I would need an altered approach for the next project. With my game, I would set goals such as “define hitboxes and the function the detects their collisions” and set out to achieve this. However when it is working I made sure to ask myself “should I sit here for 3 more hours and tinker with the hitbox parameters until they are pinpoint perfect? or stop and move onto the next important piece of the game”. My choice was the latter, ever though hitboxes are an important piece of the game, I must not tinker now, I must handle creating the score counter, or image asset creation, or the splash screen etc. and save the tinkering for when the most important pieces are finished. This proved extremely helpful in focusing my efforts where they were best used and avoiding time wasting work.