**CSE 310 – Applied Programming**

**Module Submit**

|  |  |
| --- | --- |
| **Name:** | Bryce Maughan |
| **Date:** | 03/30/2021 |
| **Teacher:** | Bro McBeth |
| **Module # (1-5):** | 5 |

1. Provide the public GitHub repository link that contains the results of your module implementation:

https://github.com/TheMaughan/Game-Project

1. Complete the following checklist to make sure you completed all parts of the module. Mark your response with “Yes” or “No”. If the answer is “No” then additionally describe what was preventing you from completing this step.

|  |  |
| --- | --- |
| **Question** | **Your Response** |
| Did you implement the entire set of unique requirements as described in the Module Description document in I-Learn? | Yes |
| Did you write at least 100 lines of code in your software and include useful comments? | Yes |
| Did you use the correct README.md template from the Module Description document in I-Learn? | Yes |
| Did you completely populate the README.md template? | Yes |
| Did you create the video, publish it on YouTube, and reference it in the README.md file? | No |
| Did you publish the code with the README.md (at the top level of your code) into a public GitHub repository? | Yes |

1. If you completed a stretch challenge, describe what you completed.
   1. Game Has Sounds for jumping, coin collecting, and death.
   2. There are at least 4 levels (for the non-physics version)
2. What learning strategies worked well in this module and what strategies (or lack of strategy) did not work well? How can you improve in the next module?
   1. Following the tutorials really helped to teach and comprehend how to use Arcade and how to make platformers. The tutorials aren’t so helpful when trying to do more advanced coding. I have a long way to go, and I really think that I just gained a hobby. I plan on working on this game project all through the summer.
   2. What didn’t work well was the physics engine and trying to fix the hitboxes for the non-physics version of the game. I had to undo all the experimentation with hitboxes for now so that I have working code to present. In the near future, there may be several broken ‘game’ classes with different experiments in each class file.