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Randomly Generated Golf Documentation
Project 2

Finally after much work trying to revamp the original design from processing it all comes together. The game that I built was based around an old project I dug up from Interactive Media that just wasn't up to par anymore, pun intended. Processing completely eradicated any progress I originally made, but moreover there was just no way anyone would go out of their way to play on a framework no one has ever heard of outside of the development world. I figured JavaScript's canvas is the much stabler approach to the format of working in Processing so it was only fitting to port over the game. I must say that trying to port everything over into a new setting was far from easy. With no built in perlin noise generators, no built in anything really. I wanted to see just how far I could push things by building this one again from scratch. Some things changed here and there between the builds, whereas in the processing version I somehow managed to build it all without vectors which was somewhat strange, so I implemented some heavy duty vector math in the ported over JavaScript version of the game. As for some of the other...more complex tasks...I had to find some method to which building randomized terrain would be possible and I came to the conclusion of opting out for some basic trig to make some work of the land and in the end it actually came out the way I wanted. There were some UI changes I made during the port, color decisions and the way the interface responded to the user whereas now the game can be played purely through mouse movement, no keyboard required.

The canvas version of the game has sounds and a whole list of other improvements that the previous version did not have. However, there were some pitfalls during the developments process. Probably the most prominent issue I had was with implementing a camera system. In Processing I basically just shifted all the objects downwards as the PShape could allow that, but without using mutable paths in JavaScript I had to find an alternate method which lead me to a rudimentary camera system that could be implemented. Albeit the original camera system I found online was wonky, it was somewhat tied down to the environment it was worked in so plenty of changes had to be made for the sake of what I intended on using it for. I think getting the camera functioning properly was the largest hassle in the dev process.

Had I had more time, there's a whole list of things I'd want to add to this, and now that it's on a platform that I could actually get people to play it I may very well do so. For example I wanted to add wind forces, even weather that varies from level to level to spice things up. I think I'd like to work more on possibly looking for a somewhat reliable method for pixel based collisions so that I can have the player collide and interact with the environmental hazards like the water and sandpits. However, with my main focus being on the core mechanics I had no time to focus on getting that collision detection up and running, but in a future release I'd love to take a look at it.

RESOURCES:

Camera System: http://jsfiddle.net/gfcarv/QKgHs/
Music from: Hot Shots Golf 3 and Hot Shots Golf World Invitational
Overall, I feel like I could have implemented more if I had more time to work on it, but in the state of things right now and the requirements, I'd give personally give myself a 95.