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Reflection Progress Report

November 18th 2021

Intro

I feel that my progress is good for where I am at. I started the project a few days after it was announced, and before the prototype. So far everything that I mentioned in the proposal is coming together nicely. Another key point I mentioned in the proposal was trying to follow the style guide more for this project. I think it is going well so far. However, sometimes I have trouble finding good names for variables and parameters. Overall, the concept of the game remains simple. I think it is better to deliver something I can explain from a to z rather than write something I am unsure of. However, that does not mean that I am not trying to be explorative. I just want to assure that it is a project I can complete within the time constraints, and give as much attention to it while managing with other school work.

Progress

The prototype I showcased was very barebones. A lot of work was put into what it is now. I will list numerous changes in bullet form. I included state changes, implementation of classes, conditions, return statements, images, arrays, built in functions including mouseClicked, mousePressed, keyTyped, keyPressed, doubleClicked. To be more specific, a lot of the work has to do with mouse interaction. An example is if the mouse is hovering over an interactable entity the object will change colours, and the mouse cursor will change icon's. Then the user can interact with that object by clicking it which will change states. Arrays are implemented through the weather conditions. The rain and clouds are examples of when arrays are being used. Image implementation is self-explanatory. Preload images and then attribute them to their specified class. I use return statements when a task cannot be completed prior to another task being completed, therefore it will display the prerequisite warning. As for the built in functions, the most frequently used ones are the mouseClicked and keyTyped. I would say I have made a good amount of progress and I am proud of how it looks right now.

Next Steps

        The next steps are to finish the interactive entities in room3. Including the phone and the apps that will be on it, as well as the door that can be unlocked which will reveal more elements to the game. As I continue to progress through this coding experience I keep wanting to add more because I generate more ideas as I go. If I have time I will implement those ideas, but for now I need to focus on the elements that will tie the game together. After that is done, I will create the title state and the end state. I am also going to have to include sound through oscillators or a more advanced sound element rather than SFX. In the proposal I wrote that I wanted to create a piano and if the correct keys were played you can continue on. I think that might be a bit too difficult so I will most likely have to come up with another idea. Basically, the plan is to work one room at a time.

Challenges

        I have had challenges, but I feel that I have not yet needed to ask questions because I think it is a good habit to try to fix the issue myself before resorting to someone else. It makes me understand where I went wrong and even more satisfaction when I can overcome it. The biggest challenge I would say was creating the login screen for the laptop. It required a lot of patience, because in my head I knew how I wanted to write it but then when it came to implementing it I forgot and then I could not figure it out. I ended up going to bed after that, and the next day I felt refreshed and managed to make it work. Therefore, I guess the biggest challenge is knowing when to take a break. If it comes down to something I really cannot understand I will ask for help.

Final Thoughts

        All in all, I am satisfied with the work that I have presented so far. I still have a lot to do but it is manageable. I realize that it is a good idea to take breaks more often because I never really take them and it drains me out, and then I cannot focus on the code and I make silly mistakes like typos which slows down the process. I also have to come up with a title. Potentially having to do with 3:00am because I set the alarm to reset at 3:00am every time it hits 3:59:59.