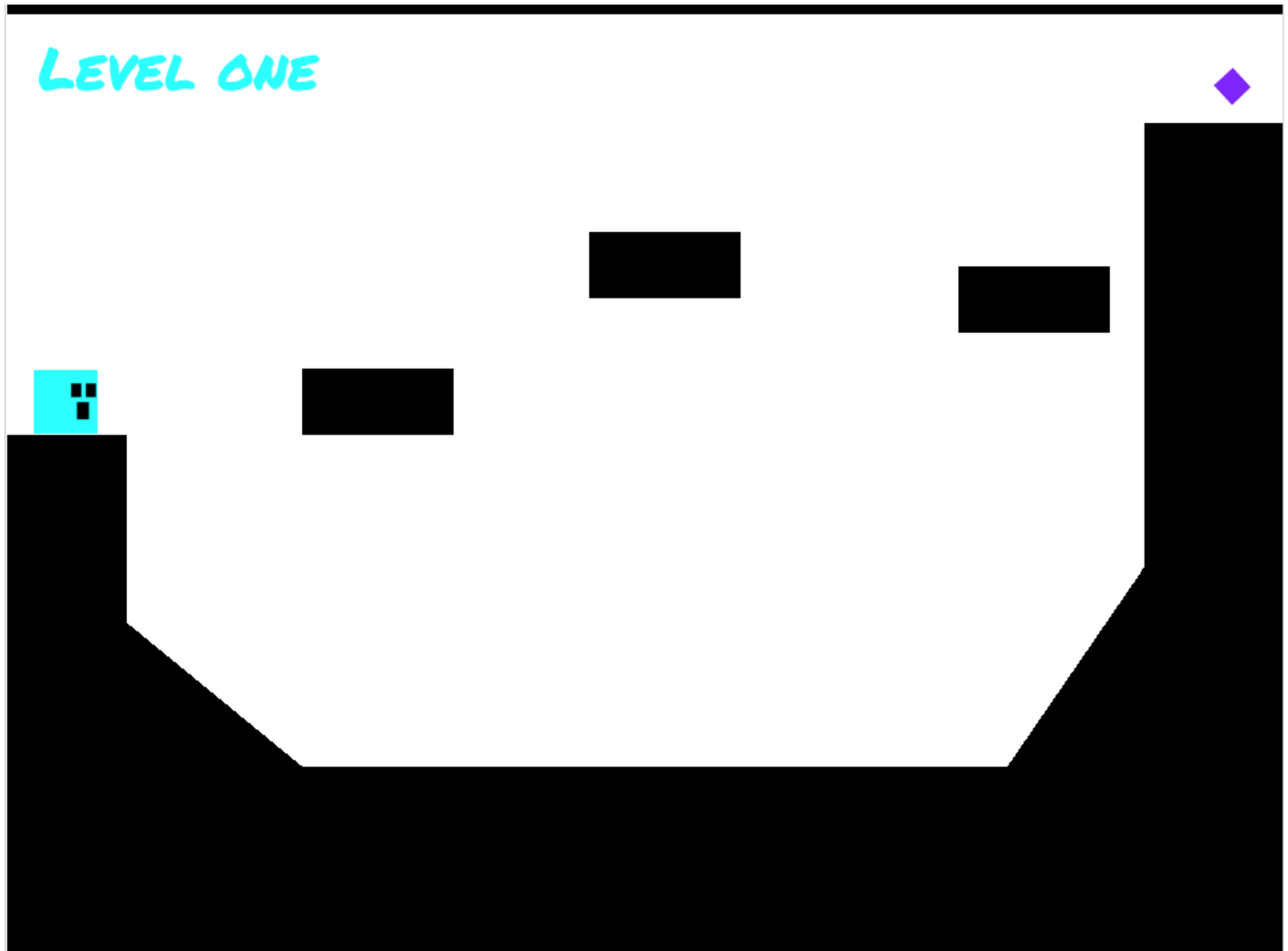


Platformer Game

Developed by Alina Lee and Alan Liang



Scratch Project Link

[Version 1](#)
[Final Platformer Game](#)

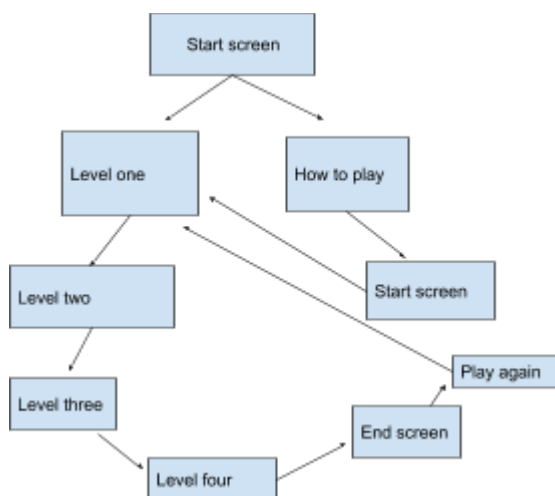
Brainstorming:

- Platformer game (top choice 1)
 - Different levels (gets harder as you finish levels)
 - Has lives, so if you run out of lives then you can't play
 - Certain amount of lives for the whole game
 - Obstacles (like red things) and things you can't touch or else you'll die
 - Every time you touch an obstacle you lose a life and restart the level
 - Have to reach an object to get to the next level
 - Falling off the map kills you
- Shell game
 - Gets faster and faster each time you guess correctly
 - Starts off slow but gets harder
 - More cups after every few levels
 - Has limited amount of guesses, so if you guess incorrectly 3 times then the game ends
- Maze game (top choice 2)
 - Mazes get more complicated as levels progress
 - Obstacles
 - If you hit a wall you die
 - Lives
 -

Top 2 choices:

The platformer and the maze game are the top 2 choices because the shell game is too simple. Also with the platformer game, there are many things you can add to make the game more fun. There isn't much to add to the shell game other than different sprites and a few variables.

Flow Chart:



Feedback for platformer:

- Each obstacle you hit should make you lose a life
- Make the kind of obstacles more specific

Feedback for maze:

- Maybe add a time they have to complete the maze by
- Make the obstacles make you lose a life

Instructions: To play the Platformer Game, there are instructions in the game. Use the arrow keys to control the block. Try to reach the purple gem to get to the next level and there are four levels in total. Good luck!

Pro: Features Liked	Con: Aspects that were confusing, buggy, or etc.
<ul style="list-style-type: none">• The movement system is very smooth with nice responses• The game is properly functionable.	<ul style="list-style-type: none">• The second level was really hard to play so if you could make it easier it would be great
<ul style="list-style-type: none">• Controls were easy to use• Level designs increased in difficulty well• Was not too impossible• There was nice movement in the game and increased in difficulty.• The sprite was incredibly easy to move good job on the “movers” of the sprite. Level four was a bit hard because the jump from the top to the gem was far, but good job anyway.- Shravan• The level design was very nice and the interactions with the top of the game allowed for the gameplay to be more difficult. Very nice 10/10. -Edward and Rishi• The gameplay felt smooth and the code is well designed. I thought the levels were decently elaborate as well and they were quite detailed. The controls and goal were straightforward, which was a good feature. - Jericho• I've played all the platformers (including my own) and this is the only one that reliably works. The movement is smooth and the jump works perfectly	<ul style="list-style-type: none">• You could add a little variety with like red blocks that make you restart and blue blocks to add more of a jump.• Add more levels in the future. I was sad when it ended• The first few levels could be made a bit easier to encourage people to keep playing on.

Conclusion Questions (Alina):

1. Reflect on the creative process you used. What was useful? Discuss your reflection with your partner and then write a reflection individually.

For our creative process, I think that using the flowchart was useful. It allowed us to see what steps needed to be done first and what had to connect. Also, the brainstorming we did together let us see which idea needed to be chosen and executed. The comments that we made on the coding blocks made our troubleshooting easier which allowed us to focus on the creative part of the project. Having other people around us to talk to was useful because it helped us learn more about what we needed to do and how to do it.

2. Reflect on the team dynamic. What helped the team work well together? Discuss your reflection with your partner and then write a reflection individually.

I think that communication helped my partner and I work well together. We were able to talk with each other to discuss what needed to be done by what time. My partner and I got a lot done every class period which meant that we had enough time to finish and refine the project. Also, I think time management allowed us to work well together because we did what we were supposed to be doing and didn't procrastinate.

Conclusion Questions (Alan):

1. Reflect on the creative process you used. What was useful? Discuss your reflection with your partner and then write a reflection individually.

To me, I think that drawing a diagram of the program really helped my group focus on what needed to be done. Also, the flowchart allowed my partner and I to not get sidetracked from what the actual project was. The chart was useful to the scratch project.

2. Reflect on the team dynamic. What helped the team work well together? Discuss your reflection with your partner and then write a reflection individually.

Time management was the most important thing to me that helped our team work well together. We got a lot done in each class and this helped us accomplish the project on time. I also think discussing ideas together helped us know what we should compromise on and expand upon.

Daily Log (Alina):

8/30/18: Brainstormed ideas for the game

Reflection: My partner and I did well today because we came up with ideas for our game.

8/31/18: Chose top 2 choices, presented our ideas to another group, and received feedback. The other group also told us their ideas and we gave them feedback. Also, we started programming.

Reflection: We did a lot today because we chose our top idea and started programming in order to get the project done on time.

9/4/18: Programmed and tried to make the levels of the game

Reflection: We worked well together because we got a lot of programming done and started to lay out the levels.

9/5/28: Continued programming, tried to make levels and worked on making the player move smoother

Reflection: I think we did well today because our project is almost finished and the block moves smoothly.

9/6/18: Tried to decorate start screen, added buttons for how to play and an end screen

Reflection: We accomplished a lot today and we finished our game.

Daily Log (Alan):

8/30/18: Brainstormed ideas

Reflection: We did well today. We were able to come up with multiple ideas and agreed on them.

8/31/18: Chose our 2 choices and presented them to the group beside us, received feedback. The other group presented their ideas to us and we also gave them feedback.

Reflection: We were on task, and did pretty well.

9/4/18: Made levels to the game

Reflection: Today, we began programming, and we worked well.

9/5/18: Continued programming. Made a start screen as well as instructions on how to play. Added a few more levels and made gameplay smoother.

Reflection: Everything was pretty smooth.

9/6/18: Helped program buttons so that they would switch backdrops according to what they do

Reflection: We were able to finish today.