Reflection - Project 2

Progress

From my last prototype submission, I figured out how to display the background grid without manually inputting the rows and columns in. With the help of Dana, we figured out a function to display custom rows and columns to display the picnic square grid. The ant movement was changed from a linear movement to a "square by square" movement, aligning with the background picnic squares. The ant moves along with the arrow keys directly on the squares. This is a minor detail, but I finally understand how to apply a superclass to subclasses by creating a food class carrying the cherry, bread, and rock subclasses.
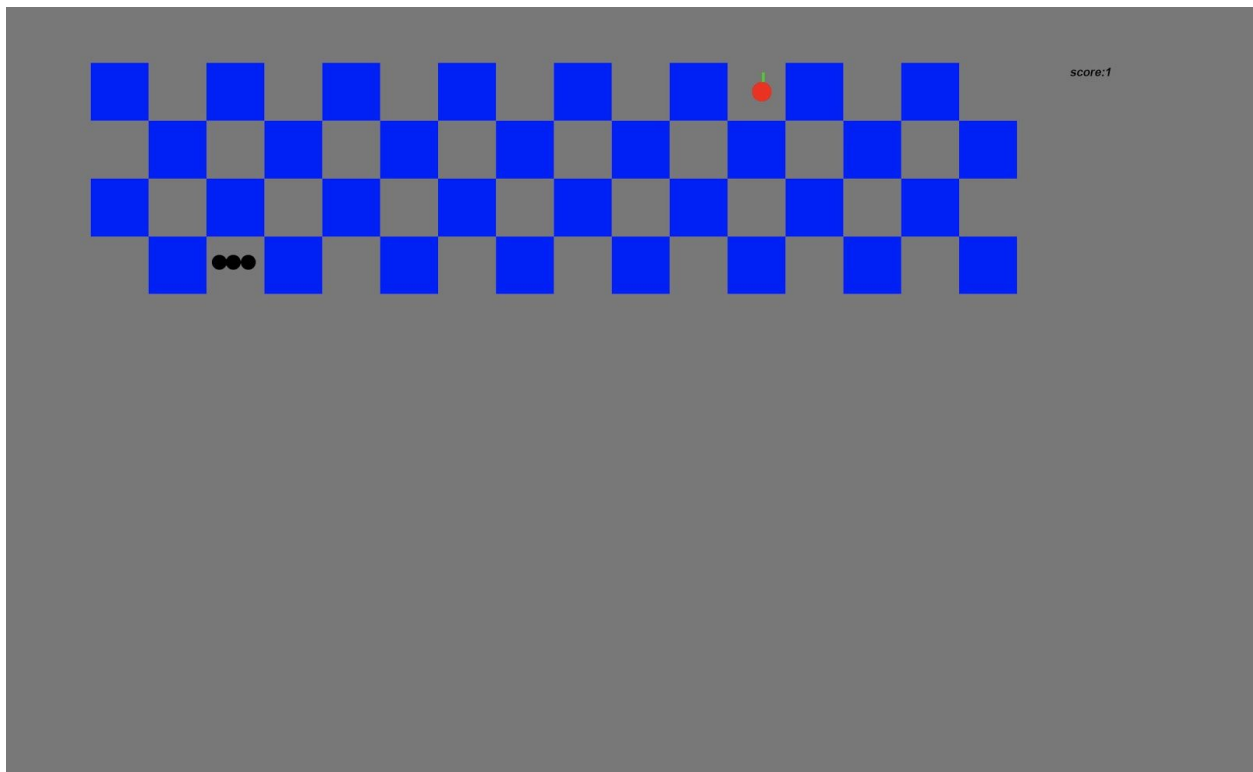
Some technical challenges include creating my own code to make my project. I had immense difficulty understanding where the code goes, what to include in the code, and not make any spelling mistakes. It felt overwhelming as there were actions I wanted to include but were not covered in class, leading me to research pages and pages of p5 examples online. It has been a long journey so far but I know it is only starting.

Future work

The key technical element missing is the **interaction** between the ant and the food items. The ant eating the cherry means adding time, the ant eating the bread adds one point to the scoreboard and the ant eating a rock means the game is over. There will need to be solved in the upcoming weeks. Another element missing is a **timer**. The user will have one minute to capture as much bread and cherries while avoiding the rocks. Maybe I can make the rocks move to add some dynamic movement to my game? The final element missing is the **positioning of the food items**. They will need to be placed in the center of either a blue or grey square to fit with the linear movement of the ant.

One design element missing would be to find a cohesive color palette to create a color harmony in the game. I want the game to feel peaceful, easy-going and a place for the user to take a break from their day. Another element missing is the design of my states. I am thinking of creating a story for the introduction to the game. Maybe Antonio the ant needs to eat all the bread to save a princess ant? Maybe Antonio really wants to eat carbs? The possibilities are endless.

Prototype submission

This week's progress: