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PROJECT 2 - REFLECTION

PROGRESS

From now, compared to my prototype, I've made a considerable amount of progress. It doesn't seem like it, but I finally have a clear idea of what I want to create for the final project. The problem with my proposal is that I didn't have a creative idea in mind, but now I do. My final project will be a platforming game where every time you jump on a platform, it will play a specific note depending on the colour of it. The point is to climb to the top to win. There's no losing condition, and it might be challenging, but all in all, the game provides a fun way to play music. Although music doesn't have a crucial role in the gameplay, this game acts like those walking-simulators and other types of games of those genres meaning there's not much to it, but it's still a fun video game to try out. It's basically a fun little experiment. I'm still having some technical challenges on having the core concept work, but once I have those working, it will be smooth sailing from there. As for the design, I haven't planned out the different levels because it will depend on the melody I want to play. The colours and distance between the platforms will reflect the musical sheet. I haven't found out what song I want to play, and I'm not very good at making my own, so it will most likely be an existing one. I'll make sure to credit the song. That will be another technical challenge that I would most likely face, which is the whole process of setting up the platforms for the melody. I'm sure it will turn out well.

FUTURE WORK

I will always love videogames, and that is never going to change, but I think I finally found my creative voice as a programmer. I think I will use programming to create games in different creative ways or to use what I learn in class and apply them in games as a fun experiment. I will design them in a way that separates them from the average interactive video game. For example, this game for the final project utilizes music in a way that most games do not do. I cannot think of more ideas for the future because I am not very knowledgeable about Javascript and programming, so this is what the technical challenges will most likely arise from. I'll have to make sure to fully grasp the new things I learn and then find new and creative ways to make games with programming and making sure it is do-able through code. It is not going to be easy, but it will be fun!
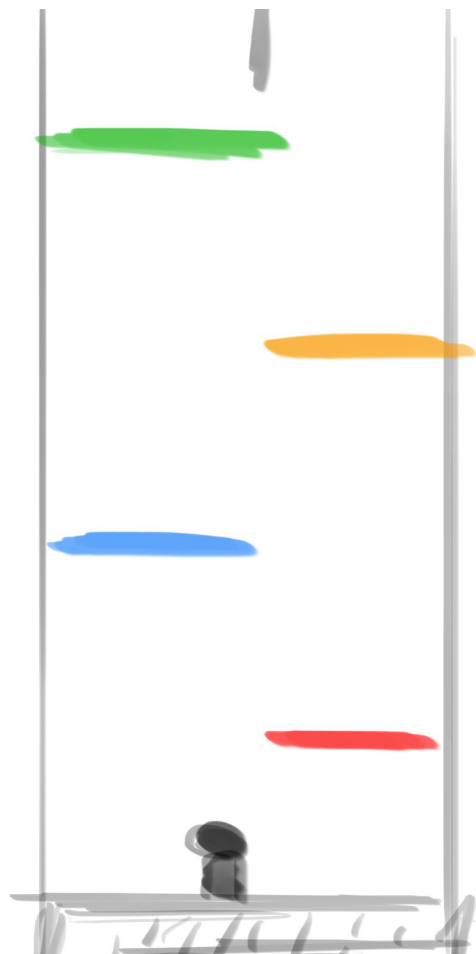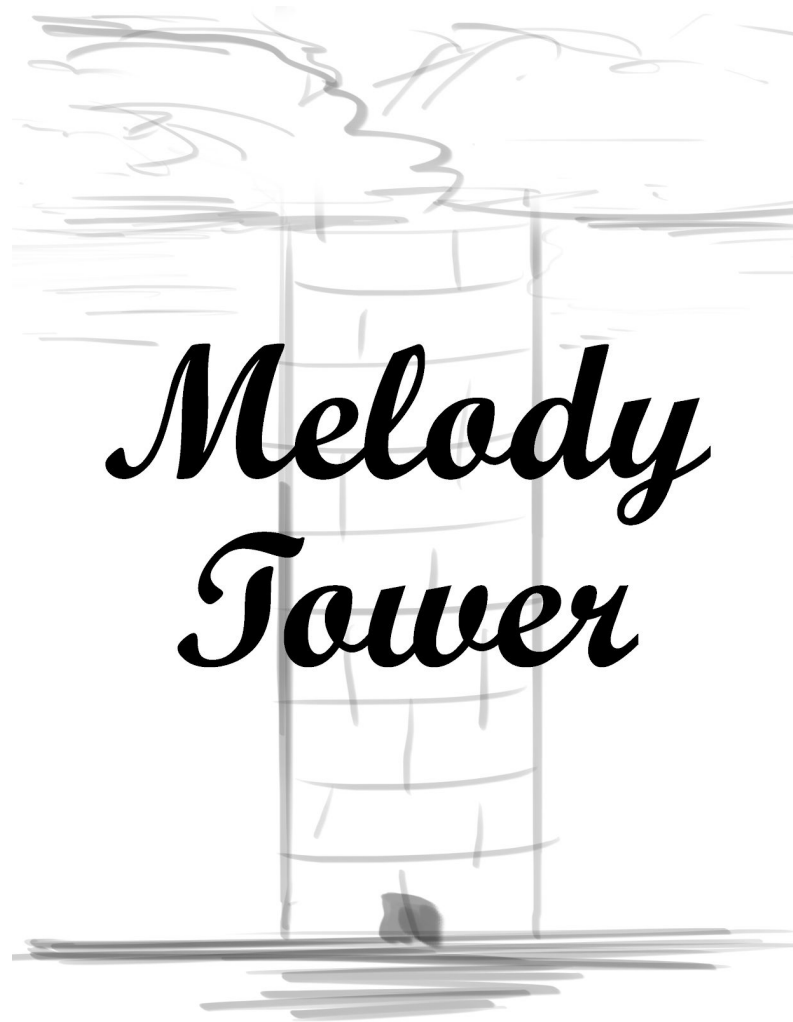
FINAL PROJECT SKETCHES
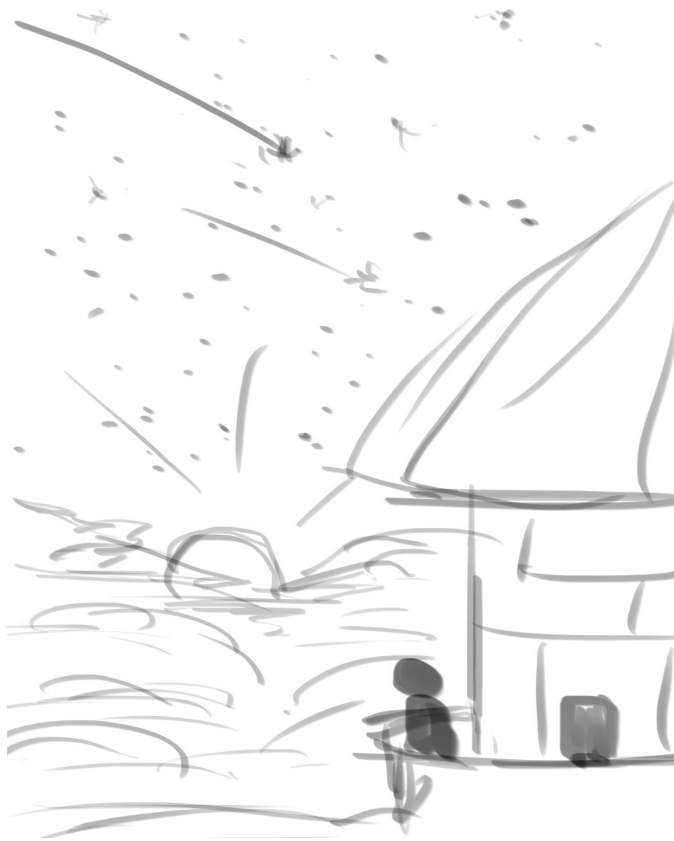
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LEVEL TRANSITION

Melody Tower
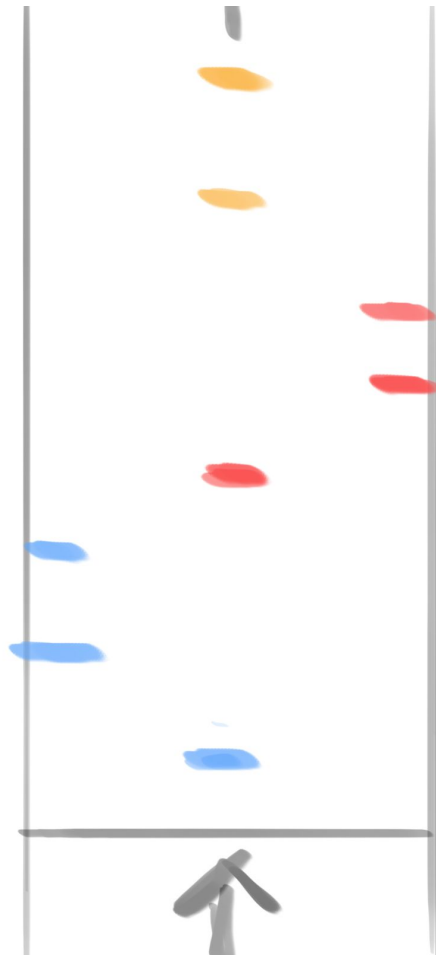
TITLE SCREEN

There will be more levels, it's just a copy/paste design, but the platform positions will change (only put 3 for reference)