Game project

I found as I was progressing through the game project, I was able to follow the videos well however I struggled mostly with deviating from the video and instructions. I found it difficult applying the knowledge we had learnt without the guidance there to follow.

Because of this I decided to try and implement an idea of my own using my learnt knowledge from the course so far. I added a feature to create a character that is continually shooting and takes away a life when the character is hit. I learnt how to create an animated loop from this, which also changes its behaviour on certain conditions (e.g. when it touches the character). This also reinforced my knowledge of using and implementing functions and variables.

One thing I struggled with for a long time was trying to get the bullet to meet the character. Even though I knew the theory, there was a bug that I couldn’t figure out how to fix even when referring to the debugging techniques of the video. I had to learn how to find new ways of debugging and eventually realized it was to do with the object coordinates not matching up due to the speeds of the character and bullet. Having to overcome this really helped my debugging skills, as it made me have go back and think about every element of my newly implemented code, along with my already implemented code.