

Falé Do

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Project 2: Anything™ Reflection

Underwater Mini Game

So far, I have programmed a title screen introducing the mini games to users and two functional mini games, that have minor issues to fix, with a success and game over screen for each mini game. The minor issues would be to display the user cursor's appearance according to the movement initiated by either the mouse or keyboard arrows. In other words, the appearance of the user should follow its movement's direction, meaning that if the user moves the cursor to the left, the shark should face the left and vice versa to the right (see fig. 1 and 2). I did run into several issues, for instance, not being able to apply the issue previously stated to the user's cursor, not being able to re-launch mini game 2's screen by leaving its game over screen, not being able to debug properly since the typos were minor and worked somehow.

The third mini game is still in progress as it is a bit more challenging to code boids, an inspiration I saw on p5 examples section. So, I plan to complete the coding of mini game 3 and fix a few displays issues for the cursor. I stated in the proposal that audio and sound are not an important part of my simulation, but I will try to incorporate it but no guarantee on that happening as time is tight for experimentation with sound and audio since I don't understand them very well. That said, I might change my minigames

structure depending on if the coding for mini game 3 is successful or not and if I have time to include state 6 and 7 of mini game 2 (see fig. 3).

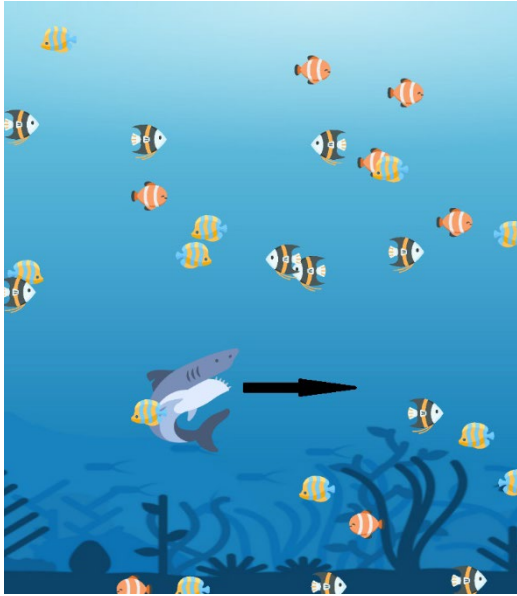


Fig. 1. The user moves the shark/cursor to the left and the appearance of the shark faces the left

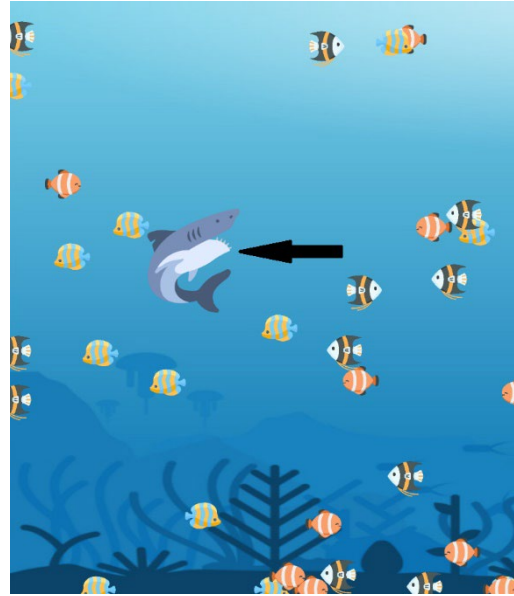


Fig. 2. The user moves the shark/cursor to the right and the appearance of the shark faces the left rather than facing the right

Structure of underwater circulation mini game

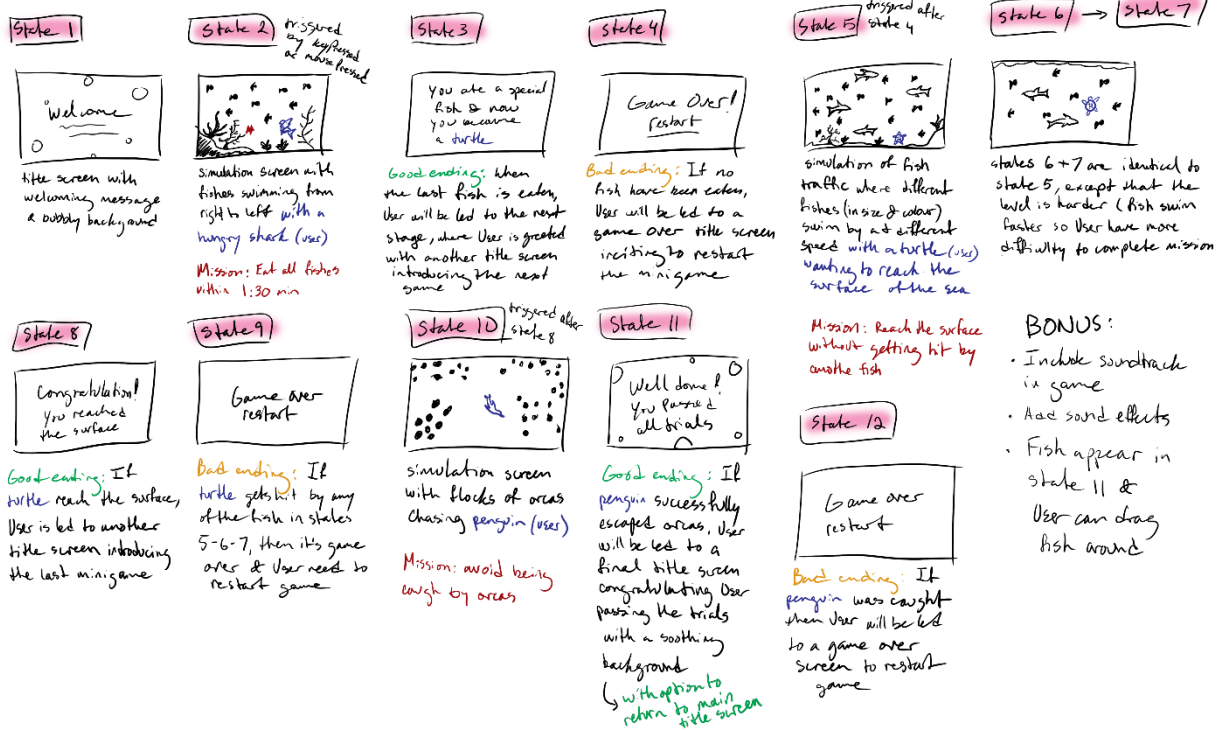


Fig. 3 The structure for my project 2's simulation