Submission Worksheet

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https://learn.ethereallab.app/assignment/IT265-002-S2024/it265-digital-prototype-demo/grade/dmp

IT265-002-S2024 - [IT265] Digital Prototype Demo

Submissions:

Submission Selection

1 Submission [active] 4/29/2024 5:40:49 PM

Instructions

COLLAPSE

Build out a playable prototype in an engine/code of your choice.

Try to implement a basic, simple, Minimally Viable Product.
Document your journey.

Branch name: Digital-Demo

Tasks: 7 Points: 10.00

Demo (2 pts.)

COLLAPSE

COLLAPSE

Task #1 - Points: 1

Text: Include link to a hosted video demo

Checklist

*The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Ensure link is accessible (public, unlisted, or similar) (recommended YouTube)
☐ #2	1	Should be aligned with below reflection items

URL #1

https://drive.google.com/file/d/1dvUOho1_93h9Z1Jgwf3QQBM-Mr69Pyze/view

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Task #2 - Points: 1

Text: Include a link to your repository

Checklist *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	It should contain the project
☐ #2	1	Ensure it's properly shared

URL #1
https://github.com/danPol117/dmp-it265-002

URL #2
https://danpol117.github.io/dmp-it265-002/root/

Reflection (8 pts.)

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Task #1 - Points: 1

Text: What features did you implement?

Details:
Should be at least something testable even if it's basic

Checklist *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	List the features you implemented (can copy/paste from your document)
☐ #2	1	Summarize how you implemented them (conceptually)

Response:

Features that have been implemented

Custome Board + Game Sprites
- Used the inhouse sprite editor to make up some sprites, to make the game seem more interesting, and it also makes the game feel less "stocky".

Piece Setup
- I used the stage editor to convert the sprites into objects, so that I could set them up on the board with their appropriate colors.

Piece Movement/Taking
- Using the custom GML programming language, I wrote code to implement the movement for each of the piece, as well as taking the other teams' pieces. This also required a system to properly keep track of the objects for computation, which I did with a global 2D array, with the object pointers in the corresponding spaces, and the empty

spaces as null.

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Task #2 - Points: 1

Text: What features would you like to have implemented/changed?

Checklist *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	List the features (can copy/paste from your document)
☐ #2	1	Summarize any issues, roadblocks, limitations, etc

Response:

I would of liked to at least get into some of the power cards, but it just is not really possible at this current stage. In order for the powers to be implemented, I need a fully functional chess engine, so that I can effectively begin to alter the core mechanics of the game. The full engine is still a few steps away, and it just needs basic turn implementation, and a check/checkmate checker, as well as promotions. This same logic also applies to the secrets in the game, since that requires constant checks of the game state, which I don't have yet.

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Task #3 - Points: 1

Text: What challenges did you face?

Checklist *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Briefly describe/explain

Response:

The hardest part of this was getting comfortable with the GML language. Since its a custom language, I have never seen it before, but that fact that's it totally custom also allows it to have very good internal documentation. It had very good autofill, and good descriptions of all the functions and what they did exactly. It took some time to get familiar with some of the core mechanics of the engine, such as how the sprites, rooms, objects, and scripts worked, but once I got the basics down, I was able to build what I wanted, maybe not in the best way, but it works nonetheless.

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Task #4 - Points: 1

Text: Would you do anything differently?

Checklist *The checkboxes are for your own tracking

#	Points	Details
		Briefly explain if so, otherwise mention why you wouldn't do

☐ #1	1	Briefly explain if so, otherwise mention why you wouldn't do anything differently

Response:

I would have spent more time learning about the more complex functions in GML. I feel like a lot of the things that I wanted to do for my chess engine could have been done a lot faster if I had known about more of the commands available. This would have given me more time to progress further into the creation of the game. From my time spent so far, I have seen like thousands of different commands, and a lot of them are really niche and do really specific things, so I have to assume that I definitely missed out on some shortcuts when it comes to coding what I was doing.

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Task #5 - Points: 1

Text: How did the digital version compare with the physical version?

Checklist

*The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	List whatever you feel relevant, but should have something

Response:

I knew we'd have to make some kind of technical product, so I planned around that when coming up with my idea. Once completed, all the mechanics of the game will be exactly the same as the physical one, if not better. The secret mechanic will be much better online, since the player won't have to keep track of when their secrets are trigged while also hiding them from the other player. The powers will also be automatically implemented, and the players won't have to think as much as they would if they were playing physically, and they got one of the more complex powers, since the computer will make the change for them, and they just have to worry about working around it.

End of Assignment