Project 3: Pitch Party Documentation

For my final project, I decided to create a fun, interactive game experience where sound is one of the main cores of it. Pitch Party was initially a working title, but I decided to stick with it. To make this game, I decided to use some functionality from another game I worked on, called Circle Blast, as a base to start. I, then, took to the internet to find and create sound, image, and font assets for the game. I wanted the game to have some element of myself in it, so a lot of the assets I used had a personal touch to it; the music and sounds implemented are from songs I typically listen to, the characters you can use are from one of my favorite game series, and the colors used were some of my favorite colors (more so, variants of purple).

This game utilizes both Javascript and PixiJS. With Javascript, I was able to take my gameplay ideas and build their classes and functionality needed. With PixiJS, I was able to create the graphics, UI, and different screens for the game. In addition, because this is coming from some Circle Blast code, I made an effort to change up as much as possible from the original project, including the font, sounds, and graphics.

The project was a lot of fun to make, but it wasn't easy. Many of the initial ideas I had couldn't be used due to time constraints, but new ideas came to mind to replace those and turned out pretty great. Additionally, a lot of the functionality that was implemented, such as switches on a button press and indication of character selection, was difficult to implement, and I took to getting help from fellow classmates and online sites where they encountered a similar problem. Fonts were also hard to find because I wanted something that fit the music theme of the game. A lot of visually aesthetic ones either weren't free or didn't work in the code. Other than those issues, everything seemed to turn out really well.

One thing I'm very proud of in the game is that I was able to make the player change the background music during gameplay. As the player shoots the enemies with the harmony bullets, they earn "decibels" (think of it like points or currency to spend). The player can then spend 10 decibels to change the background music to the next track. There's a button they can press on screen to do this, and it becomes visible when the player has the minimum amount. There's not a wide selection of tracks to play, but I like the extra touch as the various helps to give the game life.

Sources for Game:

1.) The font that was used for this game, "Ineptic", was made by Chequered Ink. (Ineptic Font | Chequered Ink | FontSpace)

2.) I used the Fire Emblem characters, Nils and Azura, to represent my own playable characters, Barry and Melody, for this game. Images found on the Fire Emblem Wiki page. (The Fire Emblem Wiki - Shadow Dragon, Radiant Dawn, Path of Radiance, and more (fandom.com))

3.) W3Schools and MDN Web Docs helped me a lot with keyboard input for character control and switches during the game. (MDN Web Docs (mozilla.org)) (JavaScript Tutorial (w3schools.com))

4.) PixiJS helped to provide the graphics used in the game, such as the title screen and bullet UI. HowlerJS helped to implement all the sounds and music I used into the game. (PixiJS) (howler.js - JavaScript audio library for the modern web)

5.) Music and sounds used in the game come from various songs of different genres:

- God is a woman - Ariana Grande
- Bang Bang (My Baby Shot Me Down) - Lady Gaga
- Beethoven's 5th Symphony
- We Will Rock You - Queen
- September - Earth, Wind, and Fire

6.) MP3 Cutter helped me to cut all of the sound effects from audio files and use them in the game. (Online MP3 Cutter - Cut Songs, Make Ringtones)