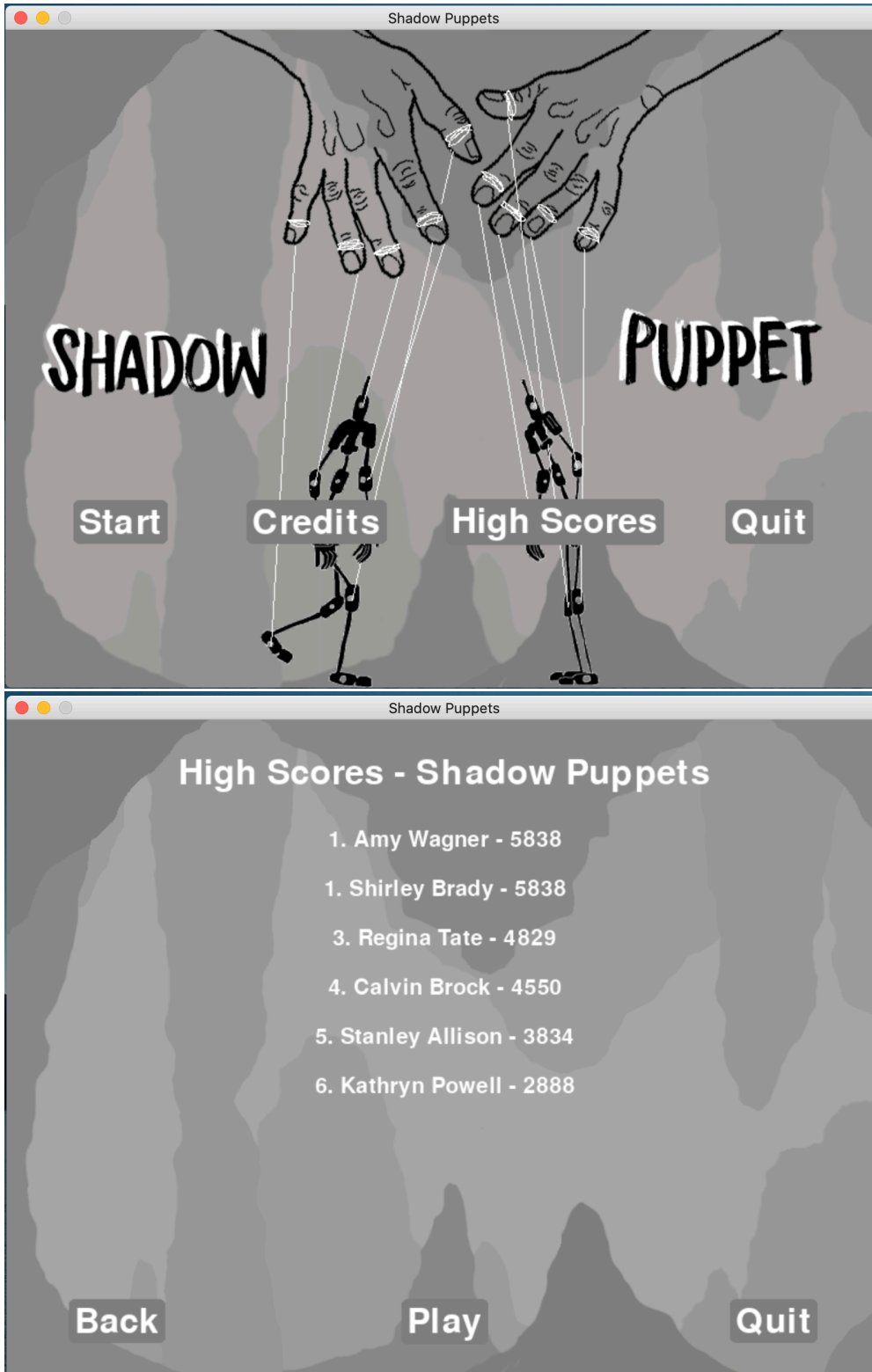


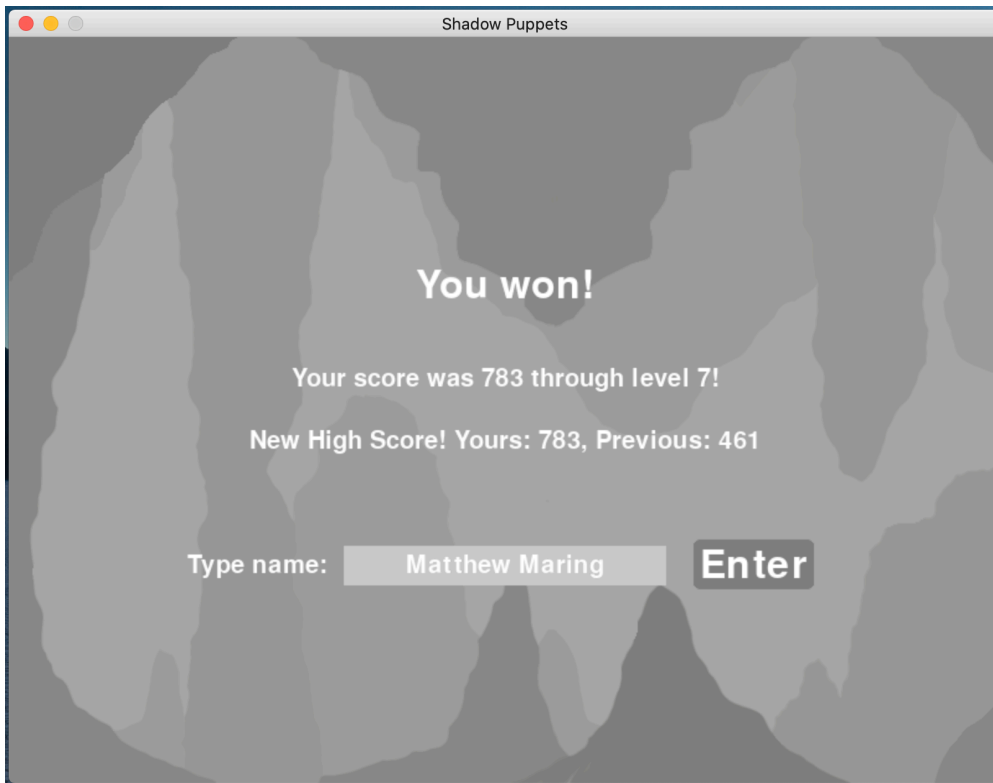
# Matt Maring's CS269 Page

## Portfolio

GitHub Project: <https://github.com/hayden2000/shadow-puppets>

Created infrastructure for program, including all screens shown to the user:





Merged branches of all code assets:

- I worked extensively on the GitHub project, committing over 100 of my own contributions as well as managing all of the pull requests of the various branches in our project.

Fixed bugs in graphic/sound assets:

- I worked to unify the background color schemes and trim audio so that it worked correctly.

Implemented score method:

- I implemented a multi-stage scoring mechanism for the game, which grades the player based on how long each level took to complete. I also added the capability to store scores from rounds already completed, so that the user could resume where they left off playing in the game previously.

Implemented high score tracking, custom text boxes/buttons:

- I also worked to implement a high score system that kept track of all scores and automatically updated the results list. This list also had the capability to display ties of up 8 player (the maximum of ranked players displayed on the high score screen).
- I created functions that automatically build labels, rounded buttons, and text boxes as these UI elements are not a part of the pygame package.

Implemented .sdwp file system to store game data:

- I also created custom data files to store the previous score results from players and the current high score so that it can be kept saved through multiple instances of the game.

## Assignments

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These are the short assignments we'll be doing in the first two weeks. The first one will be part of week 1, the second two will be part of week two.

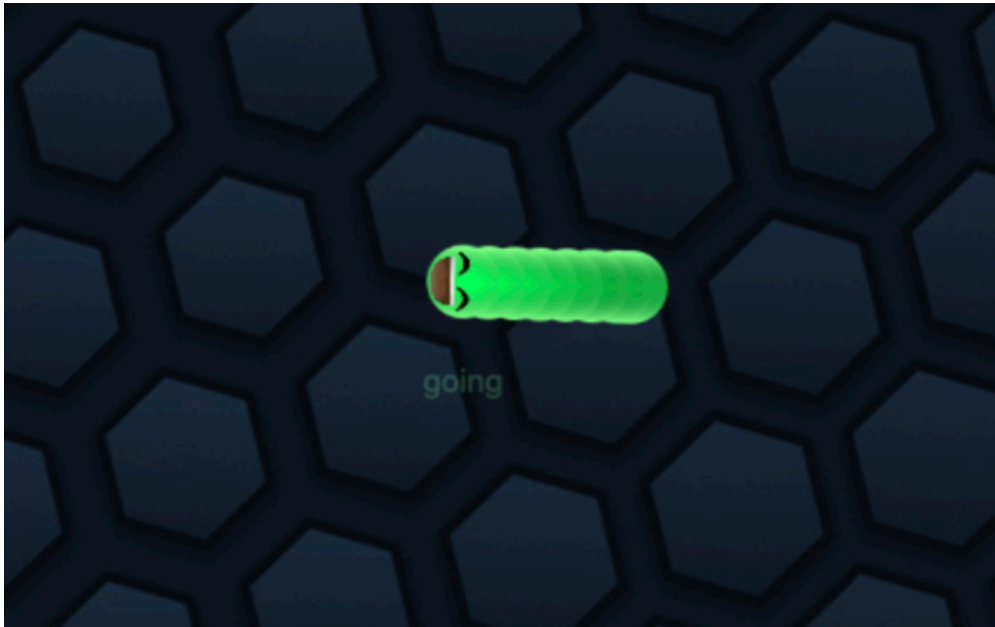
### Assignment 1: Game Reviews

[https://docs.google.com/document/d/1gRG5zLnknEywhKyF7rz6Qy8rTSTBH6QWZm-n\\_HjaZXQ/edit](https://docs.google.com/document/d/1gRG5zLnknEywhKyF7rz6Qy8rTSTBH6QWZm-n_HjaZXQ/edit)

### Assignment 2: Game Art

1. Find two examples of art, game art or otherwise, that you like. Describe the art without using emotional or feeling-laden terms. Then explain why you like them and what emotions/feelings they evoke.

Slither.io snake skins:

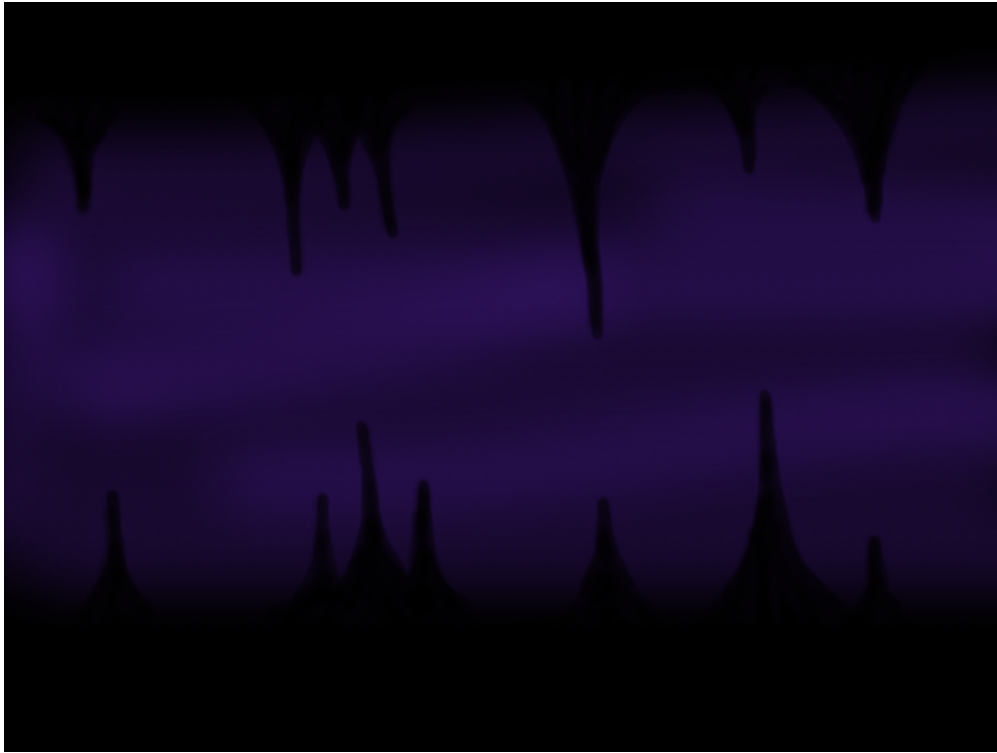


The art is simple, but makes the snake seem more animated and interactive. The artwork invokes a happy emotion, as it is smiling, keeping the player engaged. This allows each player to show some personality as it is a multiplayer game.

PolyFauna Backgrounds:

The image shows an unfamiliar world with two trees and a setting red sun in the background. I like the image because of its simplicity, but intense emotion that it conveys. I really like the red reflection from the sun onto the ground, with the shadows of the tree. The image invokes a feeling of mystery and makes the viewer want to play the game to learn more about the strange environment.

2. Make a piece of visual art from scratch. Describe the process of creating the piece.



I used GIMP to create this piece and did it using two layers. The bottom layer started as a blank black canvas, with an added purple streak. The top layer consists of the stalagmites and stalactites of the cave blended into the background. This piece is inspired by the cave setting of our game and I used it as an initial testing piece before our lead artist created the actual start screen for our game.

### **Assignment 3: Game Sound:**

1. Find two examples of sounds, game sounds or otherwise, that you like. Describe the sound without using emotional or feeling-laden terms. Then explain why you like them and what emotions/feelings they evoke.

Sound One: [Dance Clip.wav](#)

This game soundtrack has a dance rhythm to it, but there is a dark/serious undertone to it, which I really enjoy. The sound invokes feelings of suspense and fear, which fits in with the action/adventure-centered game it is used in.

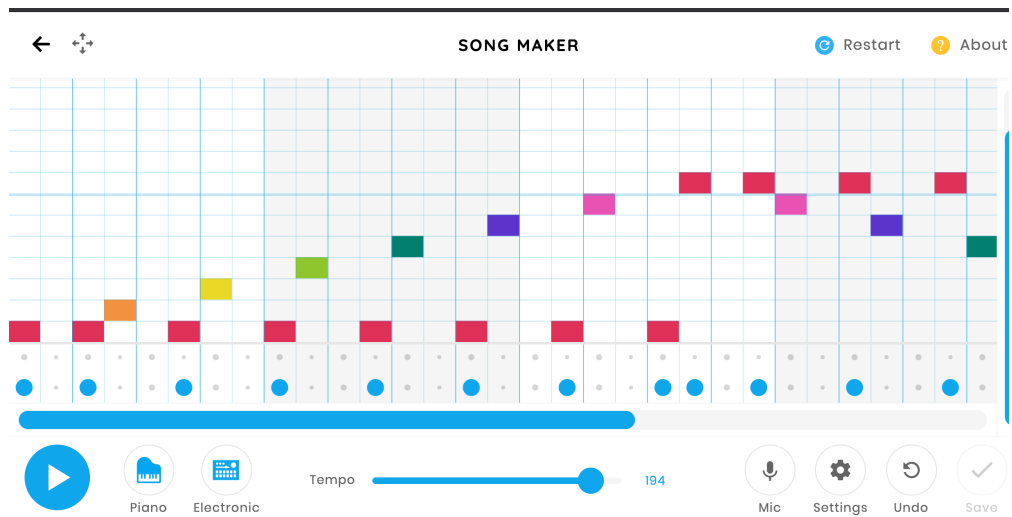
Sound Two: [Snow Dance Clip.wav](#)

This second piece is a "modernized" version of the previous track to fit a lighter/more casual environment. This piece invokes feelings that seem much more modern and are more lively than the first clip. I also like this clip because of its complexity and electronic feel.

2. Make a sound related to your game and save it as a .wav file. Describe the process of creating the sound.

[c-scale.wav](#)

I used Google Chrome music to create a high/mid/low c-scale pattern (dual octave each), which I exported as three separate files:



I then put the tracks together in garage band to make a longer piece:

