

Post mortem

Known Issues :-

The game does not have any major flaws, some things worth mentioning are the absence of background, and slingshot platform for the birds to shoot from.

Problem solving strategies :-

Once a problem has been found my usual approach is getting the problem fixed in the ugliest way possible, not following any coding standards, this process is usually very fast, and then I work on a way to make it look pretty, adhering to most if not all the set coding standards, this approach makes it easier to isolate and solve the problem.

Some caveats with this approach is that sometimes I don't optimize the code for a certain problem, and instead of making a function I just copy paste the same code in different regions.

Collision detection strategies :-

Collision detection was tricky as this was my first experience with box2d, Initially using a BeginContact() function was a good idea, but this gave me no easy way of calculating force applied on the bodies, I came up with a manual way of calculating that in which, I would calculate the momentum of the bodies for that frame, and calculate the impulse applied on each body, this worked but it wasn't reliable.

Better approach was to use a post solve function which already includes the impulse applied on the bodies.

Software Engineering practices :-

A few Software Engineering practices present in this games are polymorphism, inheritance and more.

Polymorphism is defined as use of classes and object oriented programming to hide certain variables and functions of a class, this leads to more self contained classes.

Inheritance is where a class inherits from a base class and has access to all its public variables, and member functions which in turn has access to private and protected variables and member function.