

Game Engines 1

Phase 1

Evaluation

Throughout the lengthy process of developing a replica of Ketchapp's mobile game Stack, I encountered some difficulties, due to the fact that I am not that experienced when it comes to coding in C#. But, by following a tutorial I arrived to a satisfactory replica of the game.

Like always there is always room for improvement, and the place I wished I had worked more on is in the visual aspects of the game. Since, my focus is more front-end rather than back-end, my focus is mostly the design of things. When you play the original Ketchapp game, one of its main attraction is the use of gradient, and colour changing mechanic it has, combined with the sound of the game, together with other additions. Looking at both games side by side you can see the difference clearly (mainly in visual aspects). The gradient colour changing mechanic is something I would have loved to implement in my game, but unfortunately my skills and time limited me.



Stack by Ketchapp



Stack Replica

As for the gameplay of my game I am quite satisfied with the outcome. My replica works closely to the original game with most mechanics such as the rubble, decrease and increase in size (combo), and more being quite close to the original. One thing I would improve, is the the rubble as in some cases the rubble tiles shoots out, rather than just detach and descend downwards.

When it came to the development of the game, something that I should have done, was to organise the code better, by splitting it in several scripts, and explaining the code with better comments. Since the tutorial I followed worked mainly in one script, I decided to keep it that way, as due to not being that experienced in C# I thought that if I split the code into different scripts, somehow I would not make it work properly; therefore, I played safe and decided to work similarly to how the tutorial explained and worked mainly in one script.

In my next project, I would like to improve the things that lacked in this project, which are the visual aspects and sound. Since, we are going to have a team dedicated for the visual aspects of the game, it will be easier to implement as we will focus on the programming and the Game Art Students on the visuals of the game, and hopefully together we can create a visually pleasing and functional game; as after all visuals are sometimes what attract players, but it is the functionality what keeps them players.