Project
Chocobo Egg Game

What was the project assignment?
This assignment tasked me with incorporating all the concepts learned throughout the semester to build a well rounded and complete video game. The major requirements necessary to receive a passing grade were the following;
1. Have title and/or menu screens
2. Have sprite animations
3. Have a variety of assets not taken from labs
4. Have assets which make use of the…
   1. Scale method
   2. Rotate method
   3. Color method
5. Have some sort of timer or scoring mechanism built into the game.

What did you learn from the project?
This was the first time I was exposed to Microsoft Visual Studio. This was also the first time I had ever successfully been able to compile a game project which included any sort of graphics or graphic logics. In addition to the previously mentioned I learned a great deal about graphics related algorithms.

What would you do differently next time?
I would try not to get hung up on the details so much so that I would have the maximum amount of time to perfect the logic and implementation of the code. I would also love to have had the time and resources to implement some more complex design patterns.