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CART 315

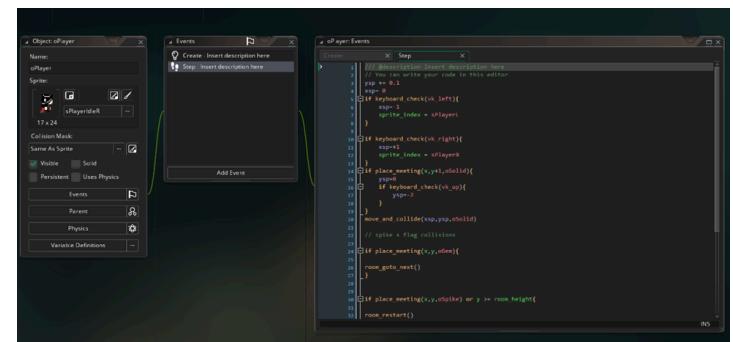
Instructor: Matthew Bethancourt

Design Journal 01

As my first project in this class and my submission for ‘Make a Thing’ I decided to do a very small-scale and simple project, consisting of a simple ‘reach the goal’ platformer with hand-drawn sprites and an animated character. The game consists of three levels and an ‘ending screen’, and allows the player to jump on platforms while avoiding the spikes and falling, both of which cause the game to restart. I used Game Maker to make the simple game, and Procreate to create the images.

So then, why did I go about making something so simple in an engine that is unfamiliar to me? Well, originally I was planning on coding something in JavaScript using the P5 library, a method that was introduced to me during my first year in Computation Arts, and that I have since grown very familiar with. However, after some debating, I finally decided I wanted to use this opportunity to try using a software I was unfamiliar with. I knew the final outcome would be less elaborate, but being able to experiment in a software I had been meaning to try felt more compelling.

However, saying I had no experience in game Maker would be a lie. In fact, Game Maker was the first software I ever used to try to code something many years ago, following a YouTube tutorial series by Sara Spaulding in order to familiarize myself. However, I never finished the game due to



my inexperience. So, returning to Game Maker after three semesters in Computation Arts was really a test to see what I learnt. I was happy to see that the engine's language is incredibly simple and easy to use, and I was able to do most of the coding on my own, while following the official Game Maker's tutorial on 'how to build a simple platformer in 15 minutes' on YouTube to remind myself how to operate within the engine's interface.

Image Gallery

Levels 1-4

