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Final Reflection – Hunted Game

At the beginning, I had in mind to do my game with different levels and maybe even different backgrounds, however, I didn't have enough time to do it, because at the end my game became much more complex than I expect, with a lot of features and details. Therefore, I didn't reach my goal presented in my proposal. However, I did achieve my own goal, to develop a complex and nice game, rich in details and that could catch the player attention on it.

To develop my game, Hunted Game, I have passed for a lot of situations, different challenges. Such as, I'm using Mac OS platform, and after the last OS updated, pygame has been acting weird, and I tried everything I could to fix, but even other professors couldn't find the solution, it's look like we have to wait for an update from Pygame, for the new mac OS. Thus, my solution for it was make my game normally, in my MAC, but then test/run it in a Ubuntu virtual machine, too much work and pain just to run my game, but it's worth it. Another issue I got was about how get a image on internet and then after make it as my background, how I would be able to set where exactly was each tile/rectangle from the picture, to then be able to manipulate where the player and zombies would be able to walk. Then, after some attempts, I just gave up and decided to create my own background, with my own tile and design thinking. Therefore, in my game I have a list of all solid/anwalkable tiles, so I have total control with my background. Another example, is about to use livewires in

OS, it's definitely a pain to install it, so then I just gave up, and found my on way to do what I want to do with livewires.

With this game, I definitely have learn a bunch of things, such as how to organize and maintain control with my game, even though the game has a lot of classes and lines. Also, I learned how to handle different types of problems, especially unexpected big problems, which look like unsolvable.

Reference Websites

<http://www.raywenderlich.com/4946/introduction-to-a-pathfinding> - About A* path

<http://www.raywenderlich.com/4946/introduction-to-a-pathfinding> - About A* path

<http://programarcadegames.com/index.php> - Examples of pygame codes

<http://opengameart.org/> - Free Kenney(imgs btmp)

<http://soundbible.com/tags-shooting.html> - Free effects sounds

<http://stackoverflow.com/> - Most of my problem's solutions are found in this website