CGRA151 Project Report

Student name: Keely Haskett
Student ID: 300473212
Name of game/artwork: Frog Leap

Vision
The concept is essentially that of the mobile game, Doodle Jump, though with my own visual tweaks and changes. A vertical upwards scrolling game where the player controls a frog character jumping upwards onto platforms.

Achievement
I was able to achieve most of what I tried to do. I have a working platform game, in which the player character moves their character left and right, while the program makes the character jump and fall. I've managed to implement both moving and non-moving platform types. The player can collect candy hearts to gain an amount of score. I have graphics for every element, including a background that scrolls with the player (until it runs out). The player can 'die'. Majority of my work is dynamically coded in order to make adjustments simple.

Technical Challenges
One of the technical challenges I faced was trying to get the collisions (both for the frog-platform collision and the frog-candy heart collision) to actually function how they should function. The parameters for getting these right troubled me a lot, as it's one of those things that really hurts to try to solve in your head. To overcome this, I essentially just sketched diagrams of both is colliding and did some research into how collisions Actually work. Another technical challenge I faced was myself (technically). A lot of bugs I had that I just Could Not figure out were stupid, tiny pieces of code I had mistyped. I overcame this by have another person listen to me while I talked through my code, so things that I had read a million times that were actually wrong would sound wrong to them.

Reflection
In the end, I didn't quite follow my submitted plan, but I did follow the adjusted plan I came up with a tutor. The part I thought was going to be the hardest was having the game scroll against the player character, turned out to be fairly straightforward once the pieces fit together in my head. I didn't realize how much trouble I would run into with each time I implemented a new element into my game, having to then tweak everything else. Honestly, I don't think I would've done much differently, maybe working more consistently earlier in the timeline? I am happy with what I've created for this project.