Post Report

Having completed my first entry in this series of Game Jams, I have a few observations. Mine was an untitled submission, which complied with a “Dungeon Crawler” theme. There was a timeline of one week from beginning to end. Overall, I’m very satisfied with my end result, but I did note a few challenges.

In the future, I think I should dedicate more time to planning. I was very motivated to begin coding early on in this project, and towards the middle to end of our timeline noticed some problems that could have been avoided with proper planning. Chiefly, when dealing with objects and inheritance some problems could have been avoided.

My submission includes a graphical bug that doesn’t interrupt gameplay, but is definitely noticeable. I didn’t have a good understanding of how paint events would work when redrawing items to the form. I believe I can overcome this issue by changing some of my objects to controls, but I would need to do some more research to learn how that’s done.

The basic movement and drawing of levels seems to be done in a very inefficient way. Each step requires many calculations, and I can’t help but feel that there may be a better way to go about it. This is another issue that I think could have been worked out with more planning, but instead I had committed too much time to using a system that didn’t work perfectly.

In conclusion, I am satisfied with my product in respect to my peers’ submissions, but I do see room for improvement. During the next jam session, I will try to implement some of these changes.