## Project Title

Cookthulhu

## Session Date

February 9, 2018 - February 23, 2018

## Theme

Lovecraftian

## Experience

This project was very exciting to work on going into it. After the last Game Jam project, I learned that I should take more time planning and designing the game before diving in to coding it. I started to apply that to Cookthulhu, and I think there was definitely some benefit. However, due to the tight deadline, and losing some time to personal reasons, I still felt pressured to start earlier than I should have which resulted in a few complications.

I’ve noticed that my form requires using several events which are very similar. I feel it could be refactored to make things more efficient, but I wasn’t totally sure how to make an event that could have several triggers which slightly change how they work. I plan to research that more, since it seems important.

Originally I had planned on having objects that inherited from each other, but struggled to come to terms with how to do that. This is something else I’d like to research more.

In the previous project, I had experimented with drawing sprites to the form instead of using a picturebox and found no small difficulty in making them draw well. This time I chose to use pictureboxes, and discovered that it’s very difficult to manage transparency with them. It seems that I should find an alternative, or perhaps use a combination of the two methods where appropriate. I’m also curious if in place of using a picturebox that the player can click on I might be able to define a region of the form that the player may interact with.

Going forward, I would like to continue spending more time on planning the project before beginning the program. Additionally, I feel I definitely need to learn more about drawing to the form, specifically where controls require a transparent background.