GAME ENGINES

TASK 4

BA HONS IN GAME ART & VISUAL
DESIGN YEAR 2
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The game I initially chose to replicate was *Halfbrick*'s *Fruit Ninja* in 2D form, and due to the fact that I did not find any proper assets I chose to create my own and alter the theme of the game from fruit to sushi.

After a while I chose to re-design the game and found a game similar to *Fruit Ninja* that followed the same theme called *Sushi Slicer*. I did not find any assets online since the game was not as popular and kept the same sprites I drew for the sushi and bombs but utilised similar User Interfaces and backgrounds from the original game. I believe altering to this game was the best step for me because certain parts of the User Interface were easier to replicate, such as the life count. With that being said, replicating *Sushi Slicer*'s stage counter was quite new to me and I was hesitant at first, however I managed to gain more knowledge by following multiple tutorials and, with assistance from the lecturer, was able to create a proper working radial progress bar.

Overall, there have been a few setbacks when coding the game, mostly due to the fact that I was attempting to closely replicate the game, however after some advice from my lecturer, I simplified some features, such as the stage counter's animation, which originally flashed yellow when reaching the end of a stage. A slight flaw I was unable to rectify was the cursor sprite, which did not appear correctly after exporting the final game. In all, the process was mostly trial and error, and I had a habit of taking a more difficult approach despite the fact that there were simpler methods when coding. Ultimately, that is how I managed to learn more and I was able to finalise the game in the best way possible. I was able to complete a large portion of the project on my own or by following online tutorials and I am quite proud that I managed to produce working features, such as the score and high score calculations, and pause and game over screens. Moreover, with the aid of my lecturer, I was able to implement my 'sliced sushi' assets into the game, although I did not have enough time to create a puff of smoke when slicing, as seen the original game, I am still glad I was able to utilise my drawings in this area.

In conclusion, when working on my second project, I will make sure to adjust the scale of all my assets, as my original project included varying sizes. I will also begin by working on Free Aspect ratio to allow scaling on the entire game screen and avoid restricting the resolution, due to the fact that my *Sushi Slicer* replica was initially set to a 16:9 resolution. Lastly, I am quite satisfied with the outcome and I hope to be able to produce a better result in my upcoming project.