

## Spring Interactive Report

I Started fully working on the project on the 3<sup>rd</sup> of march. I had decided that I wanted to make my own assets, and practice pixelart in the process. I had decided to make the assets first, as I didn't want to work with placeholder textures. I spent a long time on making each individual spritesheets, looking back now, the I could have made my life a bit easier by using layers more efficiently, so that I could copy and paste certain elements better for repeated textures, like the desks and chairs the students sit on. I did change my way of creating the sprites throughout, but I wish I had done it that way from the start. Later on I went back and changed the sprites constantly because they weren't spaced out properly.

I started coding on the 7<sup>th</sup> of March. Focusing on the visuals first, I programmed the code for mouse following the player. Later on I decided to use classes in my project, to animate the Idle animation and manage the write and copy bars, which behaved exactly the same with only a small difference. This was my first time properly working with classes, the only other time I have used them before was in Programming class with Bernadette. Needless to say, I learned a lot about how classes work during this project.

I finished the project on March 20<sup>th</sup>, and I've had to make some cuts feature-wise, but I'm quite happy with the finished product. It's like I had imagined it from the start, before I had come up with more and more features to make the game more complex. I am happy with the animations I had made, and that's enough for me.

Looking back, I see that I had spent much more than 10 hours on this project. A lot of time loss was caused by the learning process, like I said, I was doing a lot of things for the first time (sprites, using objects, etc...) I had about 6 or 7 work sessions, each spanning more than 3 hours (although it is difficult to gauge how much time I spent working when I was also with my friends during some of those, still I think 3 hours is an accurate guesstimate for the average).

I had definitely learned a lot of things, I always knew I was bad at time management, so I tried to get better at that during this project, but I also got more familiar with Aseprite and SFML, which I think is definitely a bonus.

If I was to do this project again, I would definitely learn from my mistakes, and try to do my work in a way that allows for improvement from the very start, adapting the project halfway through wasn't very effective, but It needed to be done.

Overall enjoyed working on this project, even though I had some frustrating moments with the code. I'm happy with the state my game is in right now, and if I didn't have so many projects at the moment, I would be happy to work on it more and improve it.