Ryan Menow

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B Period

**Video Game Design Final Project Reflection**

In “Star Wars: The Maze Adventure,” you play as a female bounty hunter, attempting to escape from the Galactic Republic. To do so you must reach your ship, avoiding various traps and Jedi along the way. There are three levels you must go through to win. The controls to move are WASD and/or the arrow keys.

Some issues that faced while coding involved the start screen actually coming up after I had inserted an image as the background. Furthermore, how the school’s computer basically shut down the first couple of times I tried running my code for no apparent reason. Both problems seemed to solve themselves over time. Moreover, for a while I had been using an ellipse to help move the player character. However, the ellipse was always off in the distance and never aligned with the image of the player. I solved this by removing the ellipse and coding it so that the image could move without it.

I learned various things while making the code for my game. Not only did I learn about inserting images into Processing, I also learned about text and strings and how to incorporate them with my code. Moreover, I also learned about “keyCode(),” and how that can be utilized to incorporate keys like shift, enter, and the arrow keys into my game. Plus, how to create a score for the lives and how to lose them. And while it isn’t that big of a deal in programming, I also learned about the “fullScreen()” input.

Looking back on it, I wish I could’ve been able to find a much easier way to create my maze. While the process was a simple and easy task, I was very time consuming and overly repetitive trying to keep going back and forth from the code to the game to try to determine where the walls, traps, enemy, and so on would be located at. Moreover, I disliked how much of a struggle it was to get the start screen, levels, and game over screens to transition from one another. Though I do like that I was able to get the enemy to move “on its own,” and that I was able to map out to ways of moving the player’s character. I’m even more proud of myself that I was finally able to make my very own Star Wars game, as that has been a dream of mine since I was little.

If I were to grade myself on my game, I would give myself a **C+**. While I am proud at what I was able to make within the small time frame given to make this game on my own, I still think I could’ve done a lot better. There are multiple lines of code that I feel are useless or are more complex than they really needed to be. And overall I think my code is just a mess.