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Lessons and Challenges

One of the most difficult parts was actually getting the Cocos environment setup which took me many hours. I ran into a lot of errors on the way and there wasn’t too much documentation on the cocos website to help. I found the video tutorials most helpful because most of the other code was depreciated.

Once I got that figured out, I ran into problems getting the SimpleAudioEngine to work, I had to use code that was different from the one posted on the slides which used the cocosDenshion class. It also took some time to understand how the positioning worked because I have never had to use anything like this before and every time something was positioned it definitely required a lot of thinking. Once I got used to cocos, all the built in functions were very helpful.

Using the C++ language was actually one of the easier parts to me. I didn’t have any experience with it but picked it up quickly at least for what I needed to use it for. The compiler errors were also usually helpful and not too hard to solve. I did have some trouble figuring out how to use the .h files with the .cpp files.

Based on the code given to us in lecture I was actually able to figure out collisions and physics pretty quickly. This might also be because I was more used to coding in cocos as well, it was a much better choice to not use a physics engine which would have been overkill. I did have trouble getting the touches to work because there was really no explanation of how to do that in class or on the slides but I was able to get that working and I think I came up with a pretty good solution.

I also added a bonus to the game. Every time a user scores 5 points they will get a speed increase towards their opponent and a speed decrease towards them.

Overall this was my first experience making a game on Android and while it was a pain to setup Cocos and learn the new environment, I think I learned a lot from this project.