

2025-02 Game Programming Practice 3

Computer Science Department, Zolboo Tumendemberel, 24110177

Added features

- Mouse current position movement
 - Movement through swiping / mouse dragging felt awful to control, so changed the control scheme to follow the current position of the mouse/screen rather than swiping.
- Added kill counter



- Added death sound effect for when enemies die
- For every 10 kills, the wave "power" increases and more enemies spawn.
- Balanced attack speed scaling by scaling with flat increase that affects attack percentage
- Added an enemy variant which spawns less frequently than the regular but has more health.
 - This enemy in turn will spawn more and more frequently the more waves the player plays.



- HP added to the player. When the enemy passes the line in front of the player, the player loses HP.
 - When a new wave begins, player is healed to full HP.
- After killing 15 enemies, a new wave begins, and the spawn rate for stronger enemy increases, enemy spawn rate increases
- Made the map look like a fantasy land



Thoughts and reflections

- Overall, object-oriented programming feels a bit sluggish, and annoying to code without referencing other projects written by people who have already done the work before. Coming up with my own code was very slow.
- Game dev as a whole feels like it is very time consuming. And 3D development feels especially more time consuming as positioning and even navigating the 3D environment feels less intuitive than 2D space.
 - Generally, these projects should've been done much earlier, and with more time put into it. Would've liked to started work on this earlier.