Postmortem for Enter the Abyss

My original plan was to make an abyss crawler game (start from the top of the screen, players need to keep getting down to the button of the abyss, each platform is one level, the one who survive the longer will be the winner). But when I started to code the game, some of the functions I can finished them in a short time, but for some functions, it took me a long time to make them work properly.

Because we learned how to make the countdown timer, I can add this timer easily, and the last few classes of 235 about change game states are very helpful. So, I made those functions at the very beginning. I also add the music to make it more excited and intense. But the problem is every time when I tried to insert the music code to play game scene, the music is not played properly, there are many noises and it can only play few seconds.

The biggest challenge for me is how to make the platforms randomly appeared on the screen. I tried many ways, and it took me 2 days to finally figure it out. Actually, those code for the randomly platform is not difficult at all, but before I figured it out, it really takes me long time to make my mind clear.

Class is also another challenge for me. I didn’t use class when I started this project, so it took me a while to change all the codes to match the Class style. I also got some bugs when I change to the Class-related code, it took me extra few hours to finish this project.

One thing I couldn’t finish is how to make the spike platform. I believe it is not that difficult, but I guess my brain is not working properly for now because it took me a long time to make the other functions work. I will keep trying.

I learned a lot of things from this project, even though python is not the most convenient tools for game development, it still can make a full functions game, such as music, control, movement, UI, and more. As a newbie for the coding, I can’t believe that I can make a small game right now by myself. Thanks for your teaching Zach, have a good holiday, see you next quarter, I can’t wait to make games by using Unity and C#.

Sincerely

Payton