Audio features

I have implemented a few different audio features in my game. The first being background music, I have selected a background music for each of my levels in my game which I believe fits the theme of each level. As the player progresses to new levels the appropriate background music for that level will be played. If the player wishes to mute this background music then an option for this is given in the control panel of the game. One major challenge I faced while implementing this feature was the over loop of Sound Clips as I tried to implement a new Sound Clip variable for each of the background music. This created a problem as each of my Sound Clips were initialised and played for my “MyView” classes for each level so each of the Sound Clips over lapped each other. To fix this I initialised and switched Sound Clips in my main class using only one Sound Clip variable which was changed as the level changed. I have also implemented a “Jumping Sound” audio which will be played each time the player makes a jump with the character. I believe this has met the complexity required of the marking criteria as it loads multiple Sound Clips which changes throughout the game, in addition to extra sound effects for the jumping of character and portal sounds in level 3.

AI features

I have implemented a new AI feature of a “fire ball” (named AIBall class) which will follow the character when they get near it, this will not be an enemy but will be used as a tool for the character to kill the “lava monster” in levels 1 and 2. The player can control the fire balls by moving near it and manipulating it to hit the “lava monster”. Upon impact the lava monster will be destroyed and the player will gain 2 lives as a bonus for killing the lava monster. I believe this has met the marking criteria as it provides an AI feature in the game which has been used alongside a collision listener to expand the features of the game by providing an extra challenge to the player to try to eliminate the enemy characters and gain lives while doing so.

Overall I believe that my program should score well as I have implemented many of the features taught in lectures such as Sound, good GUI, and AI features and so on. I have also gone on to expand these features in my own way to adapt it to my game such as using the AI as a tool for the player to play the game with in a different way, and having multiple sound effects and music to make the game more appealing to the player. I also believe that I have structured my game well and it looks neat and comprehensible to any player easily, with engaging themes and music which matches these themes.