CGRA 151, T2 2016, Assignment 5 Report

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Name of game/artwork: Asteroid

Vision

1. Game concept: You fly your ship through asteroid fields and destroy the asteroids while trying to avoid them killing you by crashing into you. You get a score on the size of the asteroids you destroy.

2. Game play: um the arrow keys will control your ship you turn left with left you turn right with right and you increase the speed with up and decrease with down. There will be a momentum system of a kind. Then you can shoot your main gun with 's' and pick up bonus that use 'a', 'w', 'd' these will be defined by the bonus you pick up.

3. Visual design: Black screen with white ship but the asteroids will be different colours for the fun of it. As the original asteroid was a black and white game I don't feel that I have to get crazy with the colours.

Achievement

I managed to achieve everything I set out to achieve because I kept the bar within reason during the development process. For me it was never in question if I would achieve what I set out to it was weather I was going to overdo it in the process. The only thing I didn't achieve was adding a score board which was always a secondary item as it involved file writing and involved making data objects.

Technical Challenges

Challenges I would not say I had any as I found problems and I found solutions to the problems the most annoying problem for me was where I had the asteroids go off the screen the way I am drawing them each point had to move because if you moved only one it looks weird; this was frustrating as there may be a bit o f a bug in that the asteroids can move out by a 1000 steps randomly (only because I haven't found out how). I just have a watch for this and remove any that go beyond the game environment. Else I suppose there was getting the wave to work which is motion event if you will I had to get the maths first which was basically find every point on an arc at x radius then x +5 radius and so on, so I could hit asteroids with each wave. Lots of maths and it end up being very slow so I had to make it faster and a little cleaner, still I could do better but I had to move on. As I said in the beginning I didn't encounter challenges just problems I had to solve, and solve them I did.

Reflection

My timetable was rubbish not because it was out but it didn't take into count the fact that I would put it off as much as I could. As more what was easy I would not say this has been hard as I never encountered anything that was very difficult that I haven't encountered before this was kind of expected given this a 1 year course and I am not a first year in anyway. Because of this fact I knew were and how to fix every problem that I encountered except a few were I deemed it not worth fixing because I could guard agents that situation.
In some ways I feel I should have done something harder but I think the only thing I could have done was make it take more time and then run the risk of running out of time so I aimed for easy with a nice finish and a achievable time line. So I feel I achieved all of these.
If there was anything I would have done different it was the way I moved the asteroids it was a very bad way but I want to have different ways of moving things to make it more difficult. But it really was a paint working on the coordinator of the asteroids.