Self-Assessment Final Project

- While I did have a foundation in programming there was still some major differences for me transitioning from C to Javascript, so there was some time I spent learning JS's different syntax and styles. Though, it did not hinder me too much.
- My frustrations with processing and p5 were mostly due to deciding what I wanted to do in them. Even with the aid of texts and classmate feedback I still ran into the problem of figuring out what exactly I wanted to created using processing and p5. While I do think I got better at doing it, I think there is still more too go in regards to that.
- Overall I have to say that I have used OOP more than procedural for my final. OOP's focus on objects, in my opinion worked the best when trying to create a game environment. Whereas there were definitely places where procedural programming was helpful, I found using OOP the most helpful to making my project.
- Over this semester, I think that I've been trying, to varying degrees, to create a sort of flow between scenes of my game. So, for this project I think the programming concept that solidified was the idea of using a state machine to control what to display at what times.
- I was able to fix my own bugs. I found that using print statements and coding a little at a time helped me find and target code to fix.
- I will continue learning and practicing programming, although it will be in C. I have other projects I am working on in Unity, that need code to work.

Project Concept Paragraph

My concept was taking a well-known game and spruce it up with more mechanics. I chose to use a well-known game for 2 reasons, the first being that it would be manageable to code within the scope of the project. The second reason for choosing a well-known game was to give the players something familiar, so they could pick up the rules of the game faster.

My concept of pong initially was to make the classic game of pong but allow players to interact with each other using mechanics such as shooting. This concept has since then changed as I also wanted the game to sort of evolve as you play it. This lead me to my current concept of "Painterly Pong", where the players use the pong ball to paint a canvas, which will become more and more chaotic as the game progresses. This concept was heavily inspired by the game Splatoon, where players cover the game arena with paint, the winner being the team that covered the most with their paint. Players paint the canvas by gaining control of the ball which can be done 2 ways. The first is hitting the ball with your pong paddle, and the second is using the shooting mechanic to hit the ball.

Painterly Pong

P1: Use W & S to move, D to shoot.
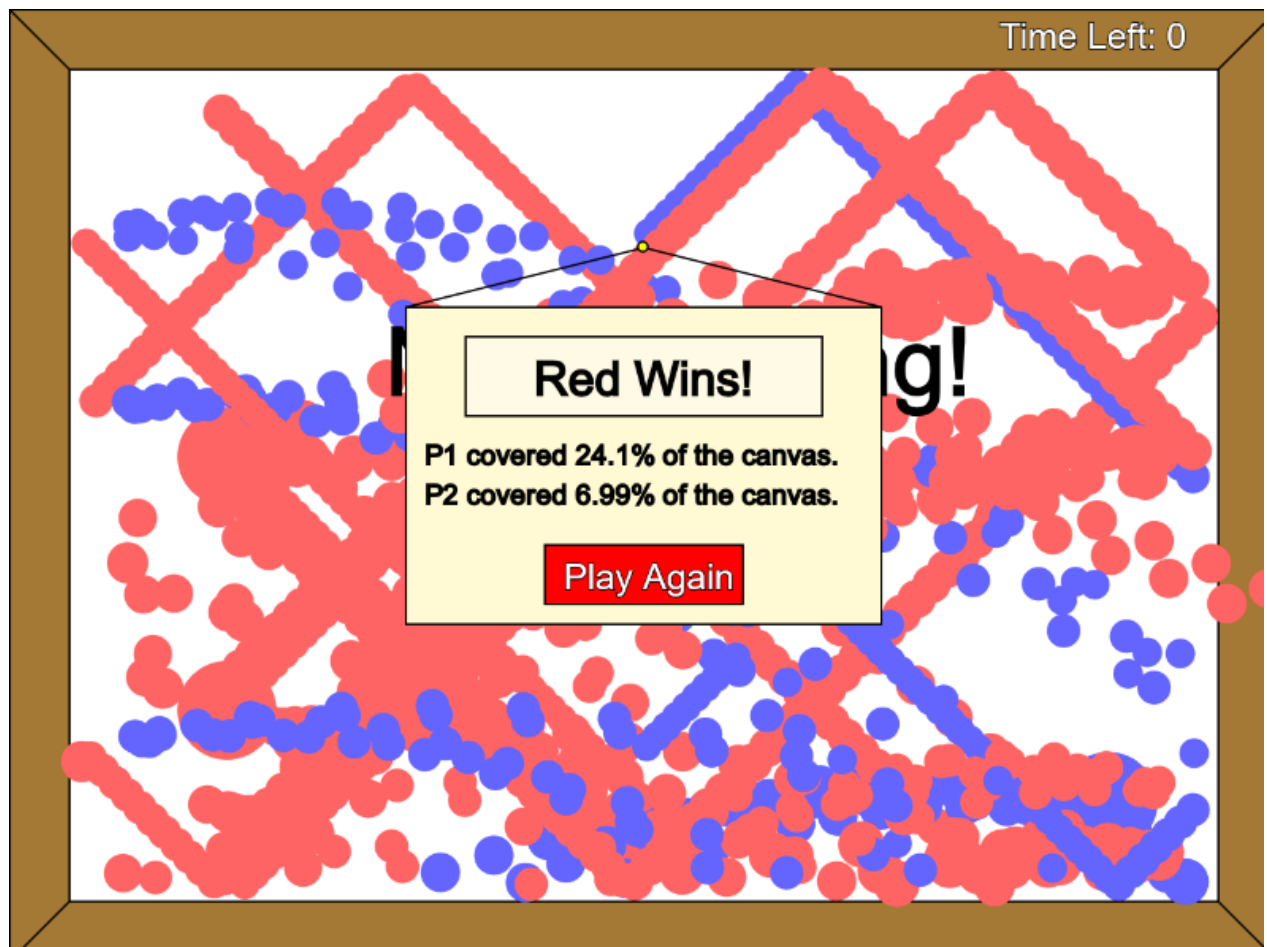P2: Use I & K to move, J to shoot.
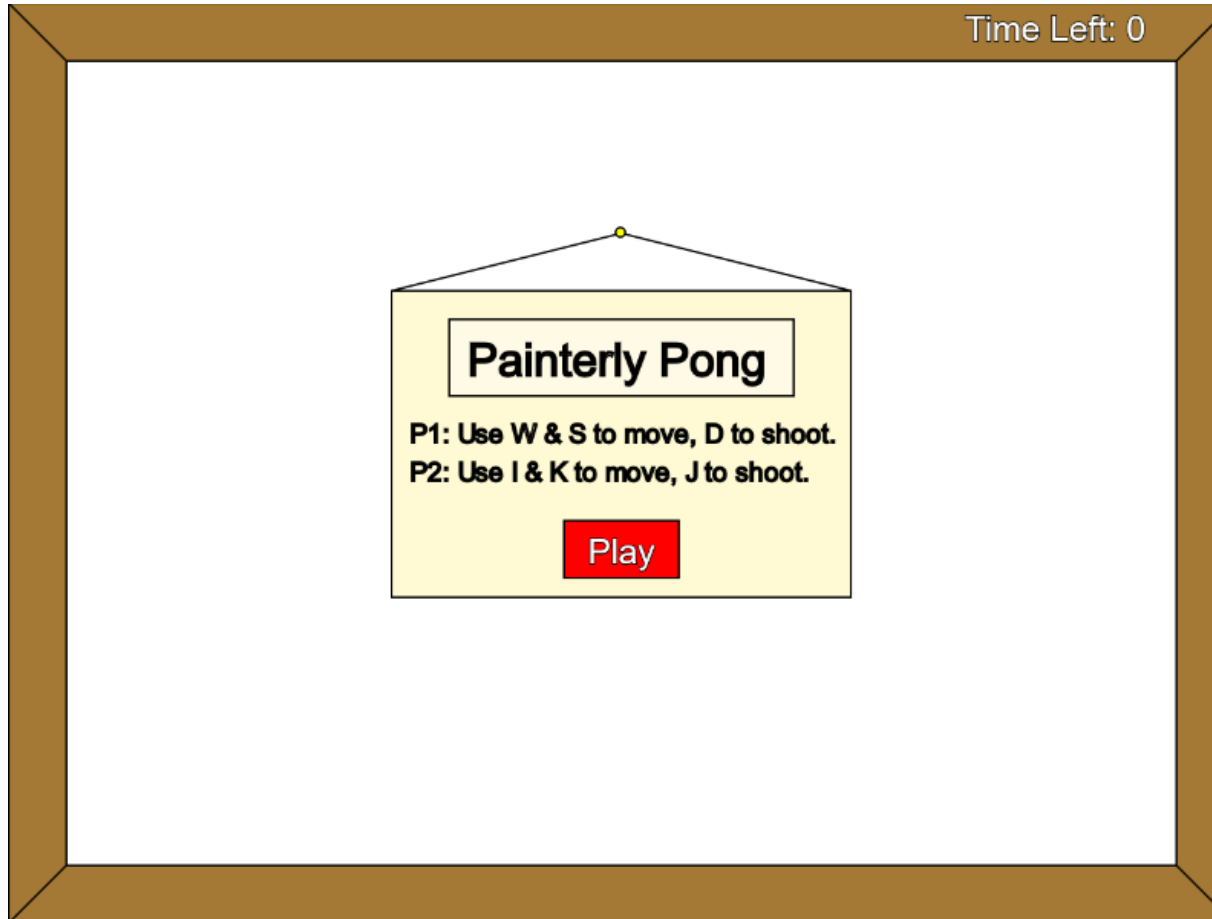
Play

Start Screen of the Game, Player will need to click the play button to start the game.
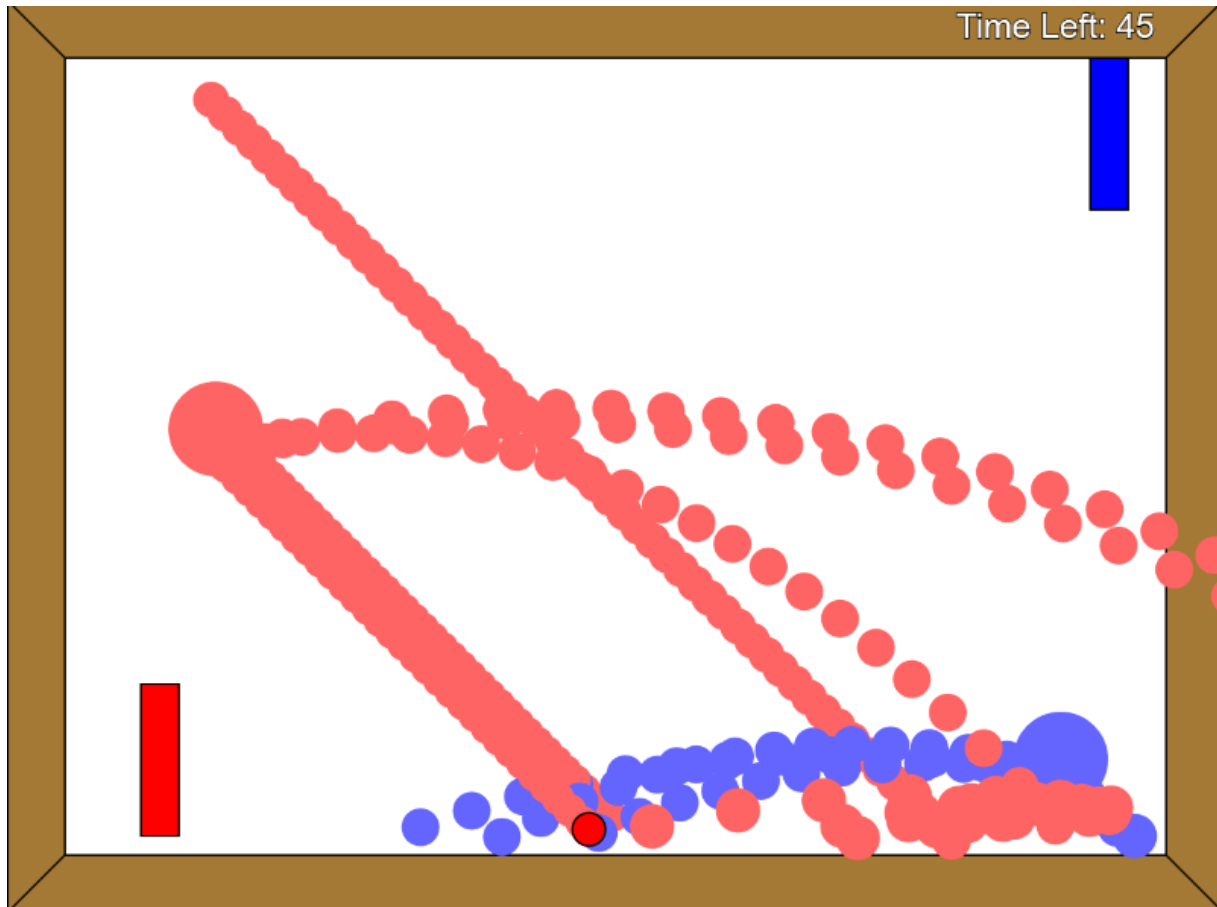
Players use the 'w' and 's' keys and the 'l' and 'k' keys to move their respective paddles.
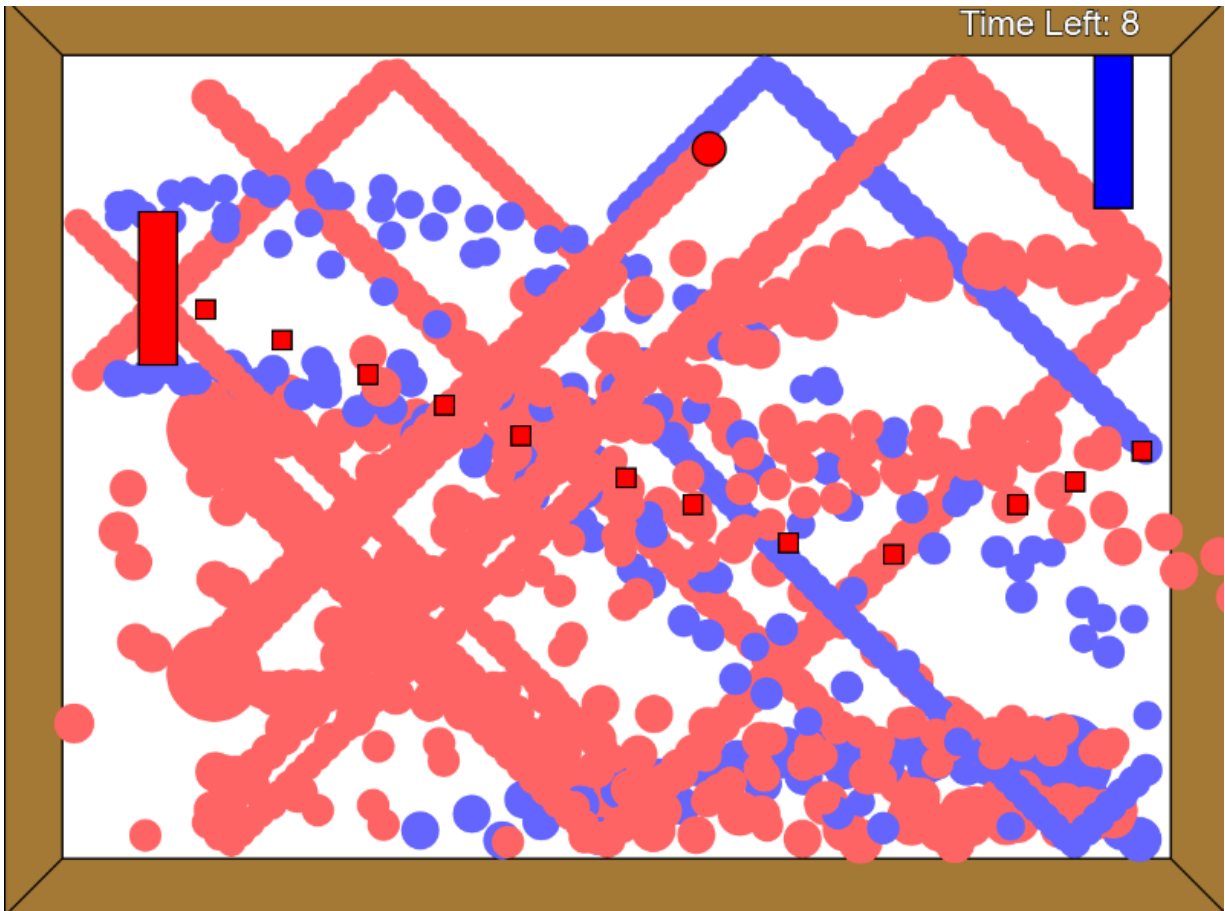
The game screen will become more and more chaotic as the game goes on. Scoring or hitting the ball will send off paint 'explosions' to paint the canvas

When the time runs out, the paint coverage is tallied and winner decided.