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ICS 3U - 01

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Personal Experiences

For this summative project, I utilized pygame to make an adventure based game. After finishing this summative project, I can say that I enjoyed this project very much, despite all of the problems I ran into. I enjoyed having the option to be creative to do what I wanted, and to be able to change aspects of my project based on how it was going. In some ways, this option for creativity was almost too much, because I could come up with so many things that I wanted to implement, that I wasn't sure what to do first. I encountered some issues, most of which were easily fixed, though it was sometimes difficult to identify what the problem was. One of these issues were that I was unable to render rockets for a lot time, until I changed my approach and started using sprite lists (“pygame.sprite.Group()”). When I began to use sprites lists, my problem was still unsolved so I decided to start all over again, and then just add all my other functions into my new program later. Eventually, I got it to work. Despite the time working to try to get the rockets to work, it was still worthwhile, because I learned a lot about different ways for rendering sprites in pygame. Overall, after all the struggles that I encountered during this project, it has taught me that all you really have to do to be successful in programming or life in general is never give up, because eventually I got my game to work mostly the way I wanted it to work.

If I had more time to work on this project, I would definitely try to make it so that there was more of a story to the ending of my game, in the sense that some kind of image would show that the captain of the submarine (the player) is giving the research to the scientists at Antarctica. Also, some difficulty that I experienced was that the edge of the shark or whale would collide with the submarine, even though, they didn’t appear to collide. Thus, I decided to leave it as a limitation of my game, because I was running out of time. The game could use a bit of touching up. Therefore, if I had more time, I would adjust the collision detection in such a way that it would be less frustrating for the player. Also, when a player paused or loses a live in my game, they have to use the mouse and then quick have to transfer their hand over to the keyboard, because the sharks and whale start coming into the screen almost immediately, which can result in another lost life and more frustration. My solution was to blit “3,2,1” to the screen, and use “time.sleep()”, however it is a little messy. If I had more time, I would try to change my program so that the delay after the pause and lost live function would be cleaner.

Overall, I think this experience helped me to learn a lot about pygame, python, and coding in general. It was also quite enjoyable and I may consider adding to the game I made during my free time.