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Intro to Programming

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Dreams and Nightmares

When we were first brainstorming ideas for a game, we all decided that we wanted to create a platform shooter. We soon realized that this would not be the easiest of tasks, but yet we still preserved through the challenges that came with the concept. Our game’s name was inspired by a rap song titled Dreams and Nightmares by Meek Mill. The song is primarily known for having an angelic instrumental through the first two minutes, Dreams, and a somewhat dark instrumental through the second half of the song, Nightmares. Taking this idea, we decided that we would have two different game modes, one for each half of the song. Our group is most proud of how we animated the characters. It was a laboring process to get the guy’s legs to move while traveling and while jumping. We are also happy with how we created a complex game in a short amount of time.

For external sources, all we used for the most part was Processing’s reference. For example, the sprites that were used were a bit tricky to code so that it would look realistic in the way each frame progressed and in the way the characters moved, so we looked at Processing to guide the way, including the forums, where various people were faced with issues similar to ours. We also used the minim audio library and searched up some ways to integrate music.

Our code started out with enemies being vectors, hoping to array them later on, and from the get go we were able to code the sprite to move soon, albeit it took a bit of investigating and effort . With the array, however, we soon realized coding enemies that deal damage within an array would be very difficult to program, especially because the game is just a platform shooter. So we made the enemy a class and programmed images that lower the health of our player, and said images would go back and forth through the map. The same issue arose with our shooter (we wanted it to be a PVector that could be arrayed), so we instead made the shooter a simple blast image that moved from the sprites gun. Within the game, we had to make some changes to the campaign mode because of how processing’s memory worked, and we had to dumb down the code of our game a bit to make it more playable and smooth. Along with that, our survival mode had to be tweaked to accommodate for the fact that we couldn’t use array lists. In the end however, we got our game to work fluidly all while keeping the theme and storyline cohesive.