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Recitation 301 - Telly Umada

Project 3: Report

1. Preparing for the project was fun since we got to brainstorm for ideas on our game. We mostly prepared by thinking of actual games we played ourselves which helped to come up with ideas for our project. My partner brought up the game "Kirby Superstar Ultra," which is something she played in her childhood. We made it our "inspiration" or "base" for our project. This helped us come up with the different stages of the game, the main character, the antagonist, as well as how you win.

2. We developed our code skeleton by first laying out the different aspects of the game: main character, enemy, abilities, etc. We created 2 of our classes based on characters. Our KirbyBoss class surrounds the abilities of Kirby and the Bosses, and our Minion class surrounds the abilities of the minions. We came up with a class very similar to the Library class from project 2, which is the driver class since the main functions go there. For our skeleton, we mainly needed to come up with the private variables, such as health, attackValue, energy, as well as our array of objects. We also created setters and getters for those private variables.

3. One thing we could have done better on our project was planning the project. We didn't pay too much attention to the actual requirements, so when we went to our design meeting we realized that we had to change a lot in our skeleton before submitting it since it was too simple. This caused us to change some ideas in our game since we had to accomodate for adding those missing requirements, and it made the process more difficult since we were losing a sense of what our game was about. The first few days of actual coding were rough since we added new concepts, so it was more of planning than actually coding the project. I think if we had planned more efficiently and paid more attention to the requirements, we wouldn't have had as many confusions about our game when we started coding it.

4. One adversity we faced during our project was coming up with how to use an array of objects. Like I said earlier, we had difficulties planning our project since we didn't account for all the requirements, and having a game in mind without knowing what to do with an array of objects threw us off. After our design meeting, my partner and I spent a long time trying to come up with an array of objects that we could work with. This caused us to change a lot of aspects of our game. Since we had a Kirby game, we tried to come up with an array that would fit with Kirby's abilities. We couldn't come up with a

variable or array we could work with, so we moved on to the enemies of the game. We thought about doing something with the bosses, but it didn't make sense since the bosses have similar abilities with Kirby. Then, we came up with Minion minions[6]. The minions in the game offer Kirby points and increased stats once he beats them. We decided to make an array of minions, which is used when Kirby swallows a minion. This enables him to get increased stats, and we did it so that we store points in the array, and depending on how many points he has, it calls upon a function in the minion class which allows him to get increased health or increased attack value. After we came up with how to use our array, it made coding the project much smoother since we came up with a lot of game aspects just by planning our array of objects.