The effectiveness of my working practice and methods you have used or researched:

Below is a selection of tasks that I completed that show my work in progress

Construct 3 game tutorial and the effectiveness of my working in practice.

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| Task explanation |
| The task that was given to me was to complete the beginner’s tutorial for construct3 and to gain basic knowledge from the tutorial. |
| Problems |
| The problem I encountered whilst using the tutorial was that it did not explain to me in greater detail on how to do a certain action. Another problem I encountered whilst using the tutorial was that it did not explain to me how the commands work correctly. |
| Solution |
| The solution for this was for me to go online and look up how to achieve the action with the best possible result. The solution for understanding the commands for me was to look up video’s online and watch them to get a better understanding on how commands work. |

Platformer tutorial and the methods I have used to assist me in building my game.

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| Task explanation |
| The task that was given to me was to complete a platform tutorial and get an understanding on how platformers work before repeating the process but using my own ideas. |
| Problems |
| The problem that I encountered whilst going through the tutorial was that some of the pictures did not explain fully how to enter a certain action or event leaving me confused at times. Another problem I encountered was placing the platforms down to create the level. |
| Solution |
| The solution for the problem I encountered with the images that tried to explain how to enter a command or an event was to go on online forums and find people who could explain it for me and also show me a step by step guide using images. The solution I encountered when I was placing the platforms for the level was to look through the guide multiple times to understand how to place them. |

Summary:

For the task that was given to me I successfully managed to get a basic understanding of how the application works and I showed that I had knowledge on it by completing the tutorial and also by looking up more tutorials to expand my knowledge on the application and to also gain more knowledge on commands and events.

How you have communicated information in my project, and its effectiveness:

This is an example of the way I communicated information during the project.

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| Task explanation |
| The task that was given to me was to make my project interactive an example of this is making the player jump on the enemy. |
| Problems |
| A problem that I encountered whilst making the game more interactive for the player was making the enemies have damage inflicted upon them when the player jumped on them. Another problem that I encountered whilst adding interactions to the game was how the interactions were going to work. |
| Solution |
| The solution that I came up with to make the enemies have damage inflicted upon them when the player jumped on them was to go to online forums and look at different people’s solution to the problem and input that into my project’s events. To overcome this problem, I watched tutorials on YouTube on how to put basic interactions work and used knowledge that I gained from the platform tutorial and used it in my own project. |

Summary:

I managed to communicate clearly to show that I had a good understanding on the questions that were given to me and I also showed that I managed to overcome all the problems I encountered successfully by using the appropriate research and incorporating that into my information.

Methods, selected processes and skills used in your creative production:

The methods, selected processes and skills used in my production is that my game required events to run so I had to input an appropriate event into my game for every OBJ (Object) that I had inserted into my game. An example of this is putting an appropriate command to the OBJ (Object) enemy and making the enemy behave appropriately e.g., moving side to side. In addition to this, another skill that I used in my creative process was to create my own platform that was not made by somebody else to do this I researched different platform designs made by other people to get an idea of what a platform would look like in my idea I then applied my newly acquired knowledge of platform designs and created my own simple design that was not complicated and easy to make and it was also visually appealing and also the platform design did not clash with background.