

FMP evaluation

Description

My FMP was about spreading awareness about deforestation in a game that was about a forest ranger collecting bunnies while dodging faceless lumberjacks while also not falling into pits that cause the game to restart.

Feelings:

When we started making the game after finding the right program, I felt happy as it took us two weeks to find it, and it had a tutorial for platform coding. When doing the coding for the game I felt like I was fully able to show and develop my skills in game development and coding to make the game. I did feel annoyed when the enemies did not work right but we solved this by making it so they cannot jump.

Evaluation:

In the first week I finished my proposal and started the game story. I also made sure to make a list of what I want to get done in what week and how I am going to do it. For the second week I finished the game story and started to make some drawings of different animals and then started to use pixel art to make the characters. For the third week I made more characters and started to think on what the level design would like I also made more animals and aspects using pixel art. I also used pixel art to make the assets for the game such as the animals, the enemy, and the main character. For week 4 I worked on a level draft and did research on distinct types of games and games making applications. The application I used to get the info was Wikipedia and from some website that described them in detail. For week 5, I made 3 level drafts following the storyboard made by my partner Kyle and started using Construct 3 to make the game level. I also uploaded my action plan onto my digital space. I created the tiles needed for the platforms and obstacles the players will need to dodge. I also worked on 3D tiles for the game as well as gaining the skill of merging text with pictures. For week 6 we worked on resizing the pixel characters as we weren't able to use 64x64, so we had to use 32x32. We also worked more on the creation of the game level. For the beginning of the week, I answered questions on how far we are into the project and how we have been doing and what the next step is. We also worked more on the game for the week we have worked more on the game and have added some of the creatures that can be collected in the game. We also had a problem with the enemy not working right we tried to fix this but was unable to fix it. For week 11 I worked more on the game a digital space page showing off all the work Kyle export the game into a website to see if we could play them. I also have made it so when you go offscreen it restarts and when you make it to the end it goes to a well-done screen. For the start week I added a sprite of trophy I made using pixel art in the winning screen, but I have not been able to find a way to restart the game after you go to the winning screen. The game is completed but we need to find way to export the game and find a way to make it playable on either phone or computer or the Construct 3 website. I also updated my digital space and added all the work I have done, and the work Kyle has done.

Problem solving:

A problem we ran into was all our pixel characters were too big so we couldn't put them into Construct 3 so what we did was change all the pixel sizes to 32 x 32 instead of 64 x 64 we also didn't use all the

characters for the game we decided just to use certain characters such as the enemy and the bunny and the male player characters but at some point we might add more characters into the game.

another problem we ran into was not being able to use RPG (Role Playing Game) maker because we were not allowed to download the RPG maker on the macs so we decided to solve this by using construct 3 instead as it was the only free game designing application that we could find and that I have experience using as I have used it before for a project I made last year.

A problem we ran into was saving some work we did as sometimes the computers did not allow us to do the work. To fix this we took screenshots of the work to upload onto one-drive and remake on a different computer. We also recorded all the work we did and uploaded it to digital space.

A problem we are having is that the enemy does not go back and forth when the player moves closer, so the enemy falls off the platforms and in different places the commands do not work right so the edge makers do not make the enemy go back and forth. We solved this problem by putting the enemies in a place they cannot jump and making sure they do not walk off the edge and that instead of the player flashing when the enemy touches them the game now restarts whenever the enemy touches them. we also made the game restart whenever the player

Another problem we are having is exporting the game to test if it can be played by other people as it will not work when we download the zip folder with the game inside. we fixed this by uploading the game on to the construct arcade and testing it on the computers to see if it worked and it did so now, we can have the game tested by other people so we can get their thoughts on the game and change the game and add what they want to the game or makes change.

Conclusion

At the end of the project, we had a game that was only able to be played on pc as we could not add the controls for mobile and tablet. The game had a winning screen that you could get once you make it to the house. We also had enemies that made the player flash and bunnies that you could collect or not.

Action

We were to do this again I would use different software to make the game as well as add more characters as I now know how to add them and add the coding they need. I would also if I cannot find a new program to make the game purchases an account to that I have unlimited commands instead of 50 so that I can also add mobile controls when I research how to add them. I would also make better designs for the characters and add more obstacles in the game for the player to get past. I would also make sure to make a better reflective journal.