

## GAD170.1 Post-project reflection

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**Appraisal** - *Overall, how successful was your project? What worked or didn't work, and why? How did it match with your expectations? Give specific examples, screenshots or links.*

Overall I am pleased with the final outcome of my project. I think it is obvious I enjoy game scripting by the amount of time I put into extra content. I believe I managed to meet all the Project 1 requirements and utilised all the skills and knowledge about scripting I learnt in the unit thus far. In reflection, I think my code has redundancies that I could have cleaned up and used more efficient ways of doing things. The organisation and commenting of my code may be a bit sloppy for industry standards. It will be interesting to see if Kathy can make sense of what I have done and understand my generic comments.

While Kathy tried to talk me out of it, I still wanted to have a visual component to the game rather than just text. I discovered I could make pseudo pixel art using ASCII characters in a string. This was a simple way to include visuals in the game. I also included battle options and an enemy attack phase which wasn't as hard as I expected - just needed quite a few if statements and booleans to juggle the options.

**Challenges** - *What obstacles did you overcome and how? What lessons did you learn?*

Getting started on the scripting was a major obstacle. I worked on the UI first in order to map out my thinking and to have objects to reference in my script. I was confused by Nathan's recommendation of using multiple scripts. I hadn't done this before and I couldn't get my head around it. Getting started became easier once I decided to put all the code in a single script. It took less time than I thought to write the script but I spent a whole extra day debugging and adding quality of life changes. I only added an in-built debug feature at the end. If I would have utilised the debug log earlier in the scripting process, I wouldn't have needed to spend as much time debugging the code and making sure all the conditions run smoothly.

**Future goals** - *How will you improve your skills for future projects? What will you do differently in your next project? What will you repeat?*

I would like to learn how to use multiple scripts. It caused headaches for me in this project but when I learn how to use multiple scripts properly I think it will make code organisation much easier. In the next project, I will make sure to focus on the main requirements of the brief first and then, once I meet the requirements, I will think about how to extend myself. I wasted many hours thinking about cool ideas when I should have been creating basic flow charts and pseudo code.

I liked my use of colour and visuals. This made my coding experience more enjoyable and thus gave me more motivation to finish the project. Hopefully the next projects flex my creativity with the use of visuals.