Paolo Duran
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MTEC
Culmination Reflection

Reflection

Working on my project wasn't as tough as I initially thought it would turn out to be. I believe this was because of what GameMaker Studio 2 was able to provide. For the game itself I needed sprites, sounds, objects, paths, tiles, and finally code to make it all work together. All but one, sounds, were available or creatable within the engine itself. One of the biggest boons GameMaker has is its own built in sprite editor where I can create my sprites from scratch. This honestly was a game changer since I didn't need another software to create my sprites. For the code GameMaker uses its own proprietary language called GML. Coding in GML was relatively easy as I already knew some functions from previous testing with the engine itself and for learning new functions, GameMaker has a manual that has every function documented with explanations on how to use them. Other than using the manual for coding assistance, I was easily able to search up to use certain GML functions on Google and Youtube. My two biggest issues when working on the project were my movement mechanic, and making sounds for the game. For the movement mechanic, my tech advisor, Professor Auji, was able to find me a Youtube teaching me how to make a basic movement mechanic for platformers. For the sounds, I used sounds I found off of Youtube since I am not knowledgeable in making my own sound effects, and for the sake of finishing the project. Going forward with the project I definitely plan to buy or make my own sound effects for the game.

What I Learned

I learned a lot from my time working on my project, thanks to the help and critics of the professors and advisors that shared their valuable knowledge and time with me along the way. One professor that helped me a lot was my technical advisor, Professor Hosni Auji. For the project, Professor Auji led me to the proper resources needed to get one of the core game mechanics of my game to work, the movement. He also taught me design choices such as He helped me not only with the project itself but he also taught me how to set up the timeline needed to create a game, that being finishing the game mechanics come first, then when those are done you can start working on polishing assets like graphics and sounds. Another thing I learned was making good design choices. From the Q&A after my presentation I learned that it isn't good to only color code things within your game in case the person who plays your game is colorblind. Going forward with the game I definitely make it so that my interaction indicators aren't purely color based. Finally, I learned to be confident in the product that I made. During my presentation, I compared my game to the previous game that was presented. While at the moment I only wanted to convey that their game was more complex, I now see that I shouldn't do that. I now know that I need to be confident in the products I make and do justice to all the hard work I've done.