



CITA-113 FINAL
PRESENTATION



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December 10th, 2024

Project Refresher/Goals:

- My project is an "improvement" of the Windy Woods game to make it a bit more fleshed out and have some more mechanics to make it feel more than a platformer.
- Another goal I had was to improve my Gamedemaker skills to hopefully make more fleshed-out games in the future.



Development Process:

- The main priority I had was getting the shooting mechanic to work which I was able to after fiddling around with GML Code and GMLVisual I was able to get it to work decently.
- The next priority was the enemies, which were simple to create due to the platformer template already having some simple code for the enemy, I created 2 different enemies with different speeds and two different sprites.

Mechanics/Enemies:

- First mechanic is that the speed of the character and the jump height has been slightly increased, which makes completing the levels quicker, but also makes some of the tight platforming sections a tad bit harder.
- The other notable mechanic is the shooting mechanic, which I was able to make it so the laser shoots wherever the mouse is.



Challenges Faced:

- Most of the code was GML code, which made it difficult for me as a person who uses the drag and drop visual code.
- Several mechanics either crashed the game or did not work correctly, mainly the punching and sliding mechanics did not work no matter what I did, so I repurposed it into a shooting mechanic.
- I wanted to implement a moving platform mechanic but every time I tried to add it in it would crash the game.

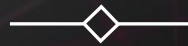


LESSONS LEARNED:

- It can take a long time to really think of where you want to go with your game.
- Never knew that you can make it so the bullets can shoot towards wherever the mouse is.
- I learned how important time management when making a project like this,

The background features a complex network of thin red lines connecting various 3D cubes of different sizes and orientations. The cubes are rendered in shades of dark grey, black, and light grey, creating a sense of depth and connectivity. The overall aesthetic is modern and digital.

E-PORTFOLIO



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