

Final Presentation

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A Book

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A Book is an action hack and slash/shoot em up game taking inspiration from Katana Zero, *My Friend Pedro*, and Hollow Knight. The main objective of this project is to create a game that I can release one day for people to enjoy.

Features and Gameplay

In the demo I created for the final, many of the features I wanted are not in the game due to time constraints and the limitations of my programming knowledge.

Some of the things I was able to include were a functioning movement system, a

dash/roll that gives immunity frames, a basic attack for the first fire spell, a

working gunman enemy that shoots you when you are detected by them,

somewhat good looking sprites for most of the games mechanics, and a basic

demo stage that sort of shows the idea the game is going for.

E-Portfolio Showcase



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Development Process

The main stages of development on my game mostly just comprised of me doing whatever I felt like at the time. I first started working on the player character and terrain sprites to sort of act as a base. Then I worked on the movement of the character and the attacking mechanism. Finally, I finished off with getting the enemies to work and refined the game a bit.

There were many challenges I faced during my time working on The Book. A good example would be getting the movement physics to work, I still have an issue with it that I don't know how to fix without breaking something else. Some other issues include sprite collision boxes, though that was a very easy fix. Talking about sprites, I have a very hard time making some of them. Making a running sprite for example is **very** difficult for me. The last main issue I can think of was time management and motivation. I do enjoy working on my game, but there are times where I just can't find the motivation to continue.

Lessons Learned

I didn't really learn any new skills while working on all the different games, mainly just remembering old stuff I knew before, or using google to figure out stuff when I was lost (Thank you Google).

Some strategies I gained include focusing on the core gameplay mechanics instead of worrying about stuff that mainly only effects visuals and non-crucial areas of the game. It's also a good idea to Google something that may confuse you so you can learn more about it from more experienced game developers (Thank you again Google).

These lessons will be applied to any future projects I make to ensure that they can be completed to a higher standard than the games I've already worked on. They also help to give me the experience and knowledge to finish A Book one day and release it as a game I can be proud of. Good thing Google is there to help me along the way (This slideshow might be sponsored by Google).

That's all folks