

Making of Paranormal Street Raider

From Antonio: The first week was chaotic. COVID-19 was definitely a big problem since we had to move from our hometowns with some restrictions. Moreover, I was unexpectedly hospitalized due to an appendicitis and lost a week out of seven from the development. After a quick but a little painful recovery, we went through the learning weeks planned by our teacher, Francisco José Gallego Durán. We also used his game engine, cpctelera, to build the game.

One of our main problems was the lack of planning. We would spend tons of hours in the development but these were not as productive as they could be. After three or four weeks, the teacher recommended us to take a concrete direction. Thanks to his help, we could finish the development successfully even though we cut some of the features from the original idea.

From Ivan: I have to say that it was difficult when when started. It was because of the pandemic situation made it worst. Communication was mainly via online, but we were used to it. We could see each other, but with a camera. To be honest, it was not that bad.

Sometimes there was not enough communication among us. And that led to some problems. For example, task distribution. I wish we had more understanding about this subject.

In the end, we were able to go on with the project, more or less, and get things on the right path. And that is what I am proud of.

From David: I think we got far away considering the situation in which we find us. The two main problems we have encountered are the pandemic situation and the little knowledge and practice that we had programming in such a low level programming language.

In my opinion we should be proud of what we have achieved considering the problems and the little time we have had. In the last month before the deadline our teacher recommended us to throw away some functions to get in time, so we decided to do that. Basically, our game was made in just 4 weeks.

Finally, i have to say that i don't think that our game is the best among all other games in this competition, but i feel great about it. It has tons of hard work hours and we have learned a lot thanks to our game.