Making of

We are a group of 3 students from University of Alicante who had to design and develop a videogame for a subject of automatic reasoning. At the beginning of the development were a lot of problems, make a game for scratch without knowing the programming language is kind of an impossible mission.

To start we tried to do a game engine that could work with entities and could move those. A lot of problems began to appear while we were working and mean while we tried to learn this new programming language. Eventually we started to understand the process of design and development, was a hard thing to do but nevertheless we managed to make something that we are proud of.

For being our first time making such a project we couldn't imagine how big a little problem can become when you think of solving it later when other part is finished. We were even more surprised when we realized how quickly our project was escalating, from the first days where we were having problems trying to render a sprite, to try to make some different levels of the game and making collisions.

A good example of how fast the game can change is that our initial idea was to make a game with lives for our main character, but we realized it would be better if the playable characters would have to restart de level when the enemy would hurt them.

After finishing the game engine and the system we could finally start to develop the game, to finally fixate our minds on what for us was funny, the design of characters.

To be truthful, maybe it would have been easier to make a game knowing on what to focus first and what to develop later, but instead we lost a lot of time focusing on wrong parts of the development, even that the game was functional and could be playable.

The collisions between the entities of the game were hard to do, but even worse was the fact that our main character wouldn't collide with all the parts of the map or the interactive objects, at the end of the project we finally fixed that part but didn't let a lot of time to try to give the game the image we wanted to do.