

# Student made click-game - 04.01.01

Please let me introduce you to...



A link to my game: [http://mdesign.dk/squid\\_game/](http://mdesign.dk/squid_game/)

Screenshots of my game

Title screen



## The game



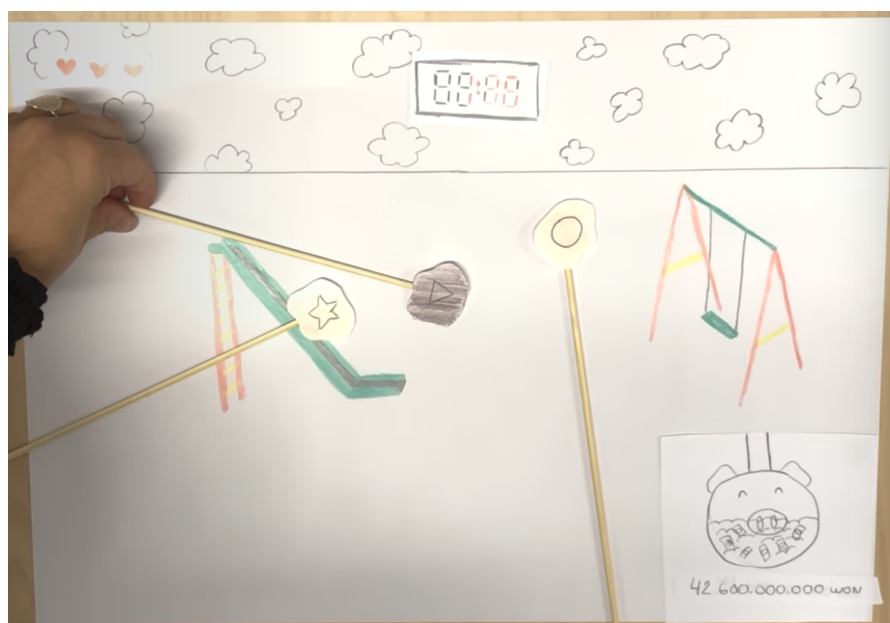
## Game pitch

You play as the character Seong Gi-Hun who is in a game world, where you have to complete the game to gain money, otherwise you will be eliminated by the squid soldiers.

## Paper prototype

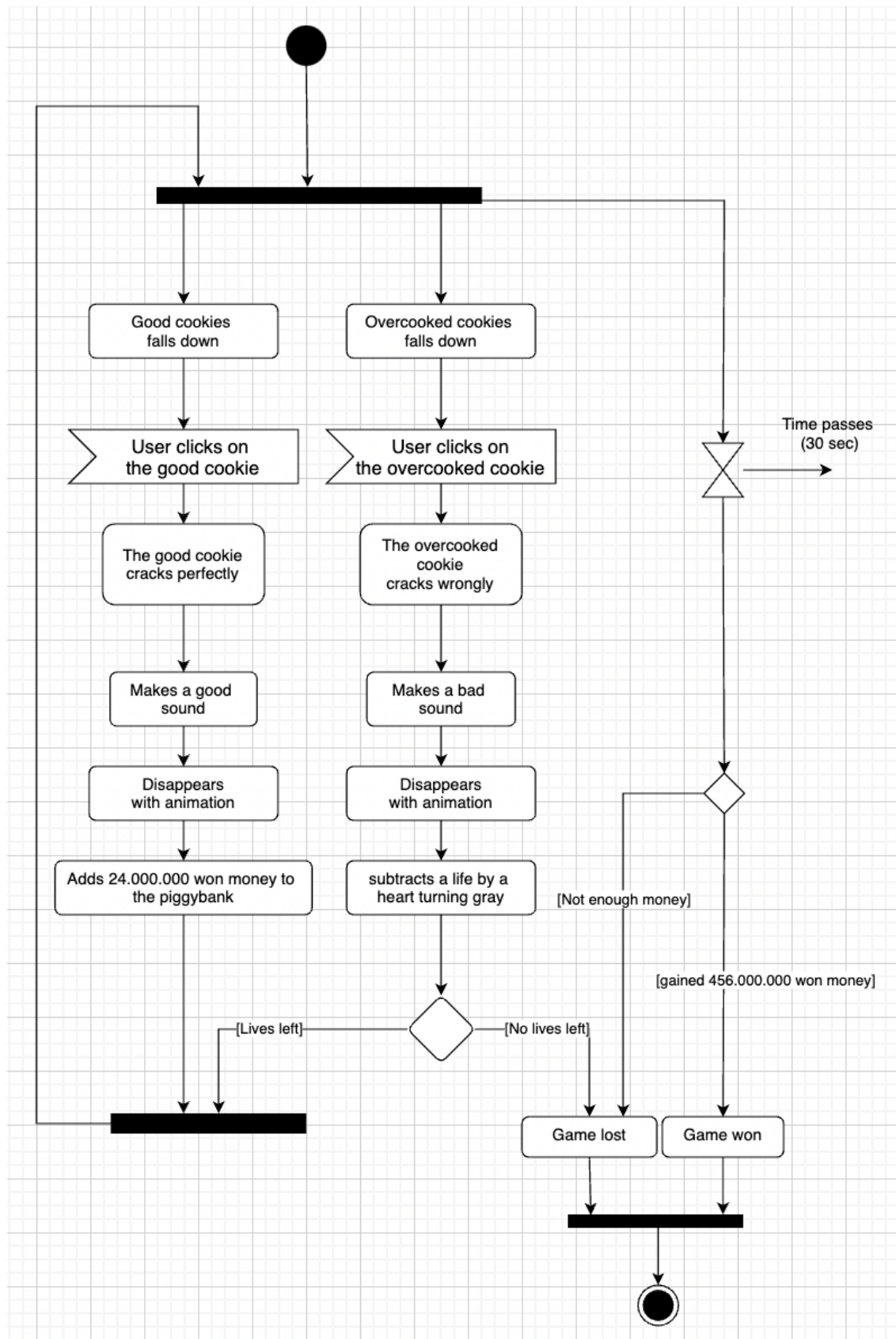
Link:

[https://www.youtube.com/watch?v=co\\_wbOu6eTc&list=PLxc3Nd6oJw4A6vby3DrYEw9Dei0cZ05PZ](https://www.youtube.com/watch?v=co_wbOu6eTc&list=PLxc3Nd6oJw4A6vby3DrYEw9Dei0cZ05PZ)



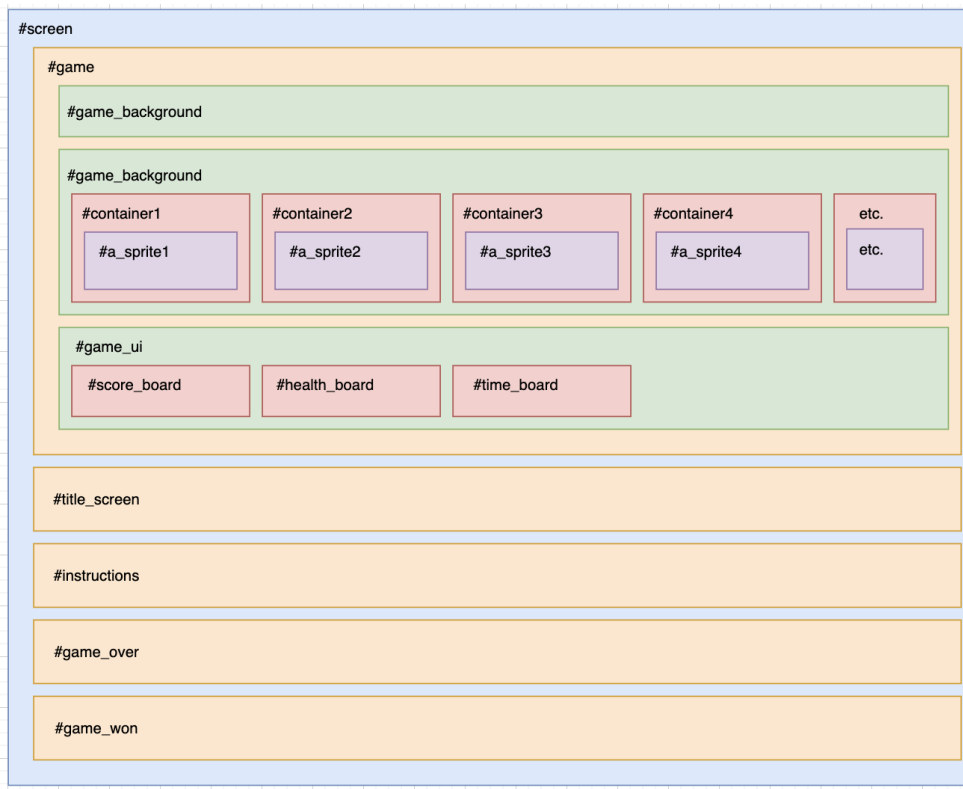
The prototype was produced very early in the process of the game. But I already then had a clear vision of how I wanted the game to look. I like that I stuck with the ground idea and was able to develop and optimize the game throughout the process.

## Activity diagram



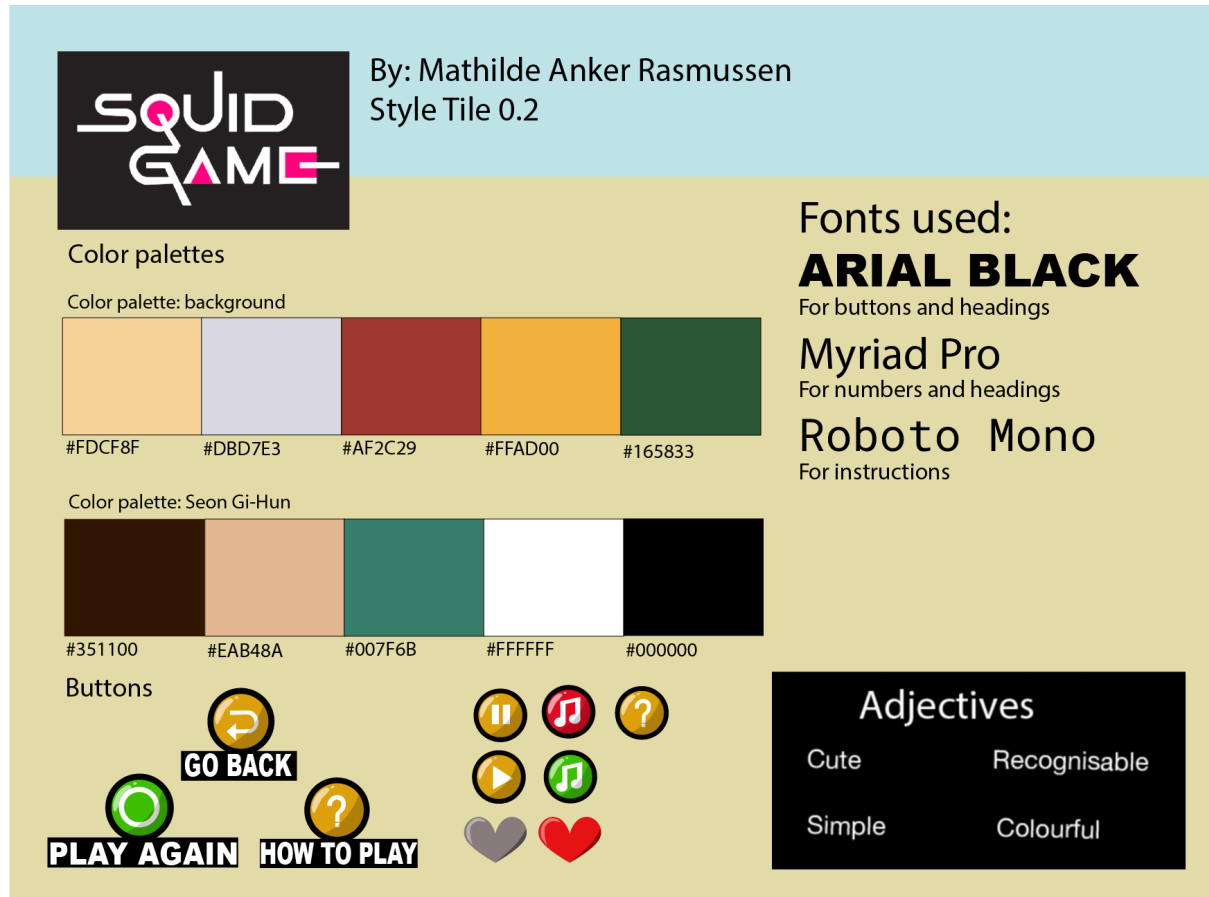
The activity diagram helped me understand the order of elements in my game. This way I got an overview of what must happen in which order.

## Layout



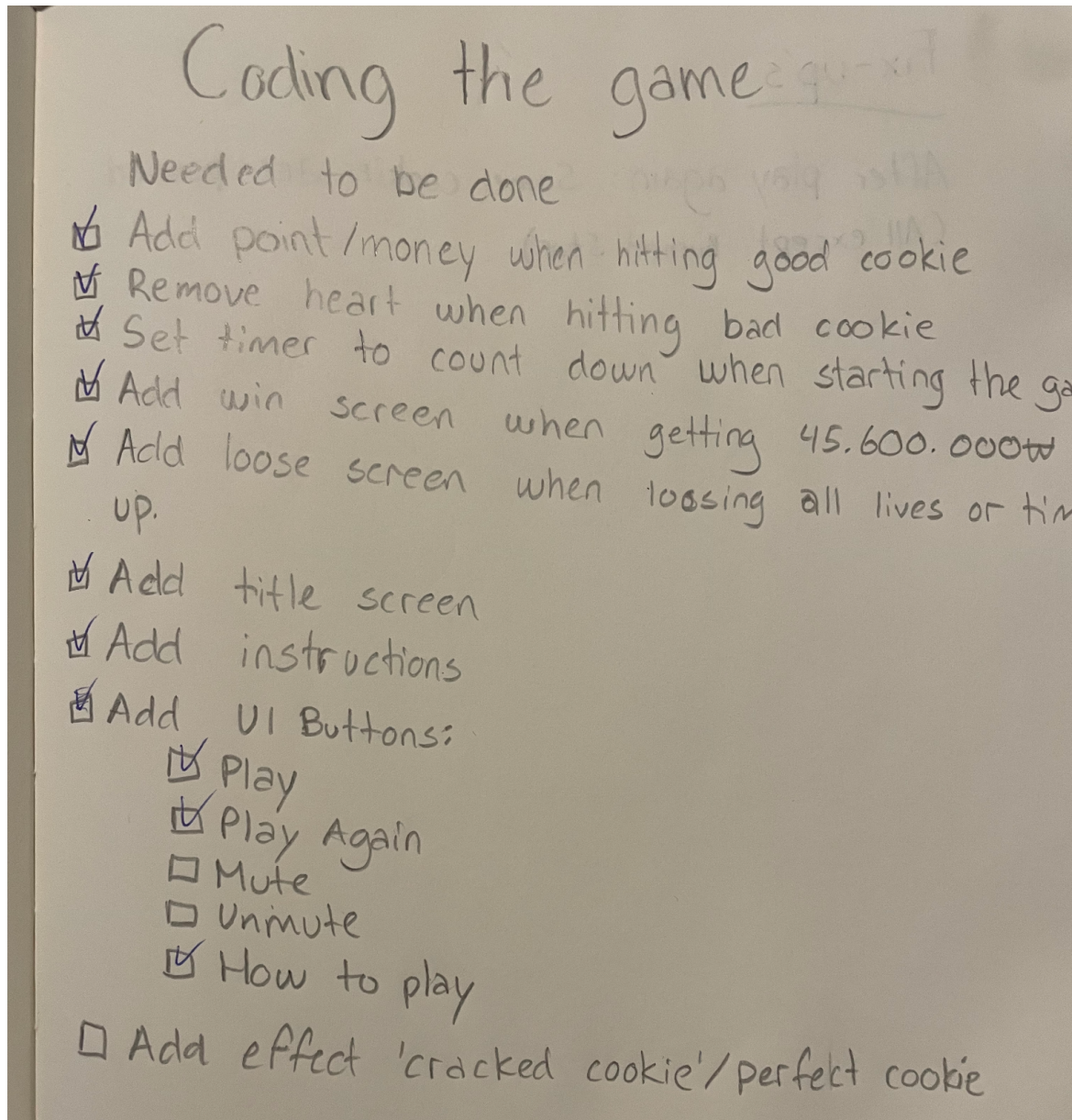
I created this layout to make a visual structure of how the HTML must be and where to put different div's. This was nice to rely on when I started coding.



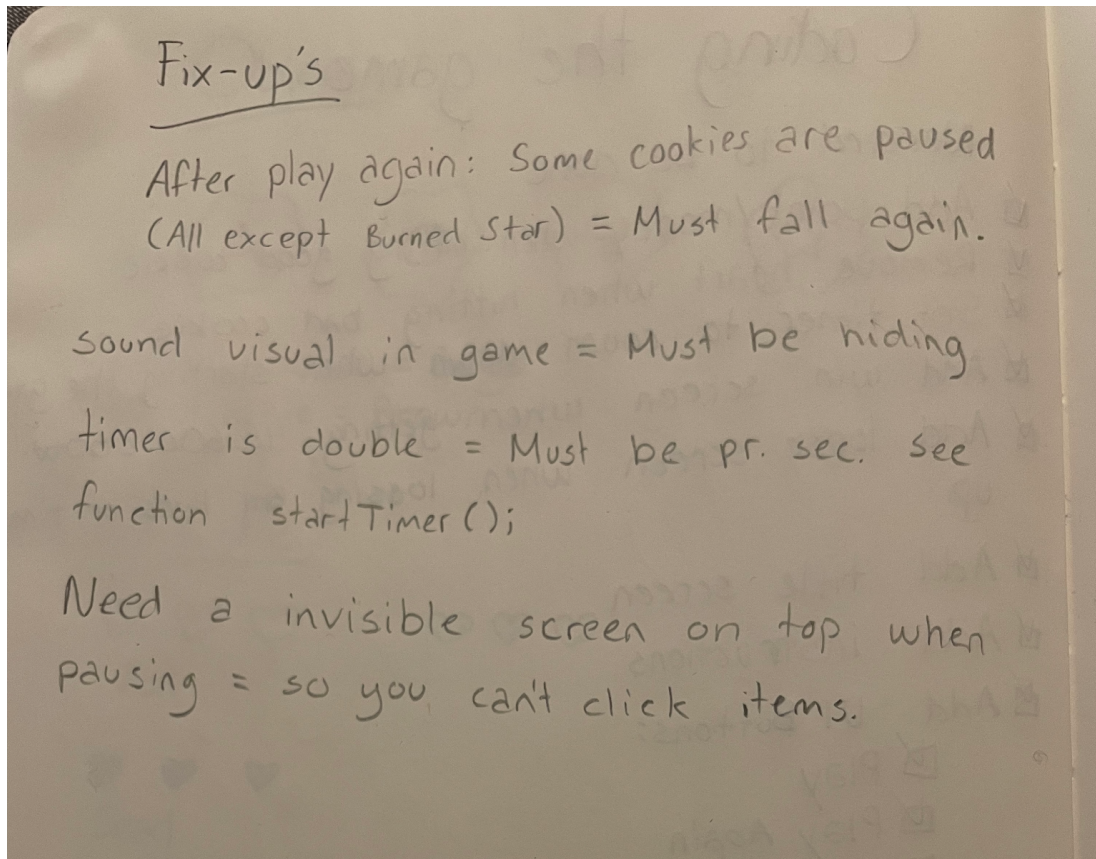


This is due to the fact that I found out Roboto Mono looked more like the raw subtitles that are on the Netflix series when for instance the squid soldiers talk. Furthermore I needed more buttons such as instructions, pause and play and 'go back' buttons.

## Work-in-progress



During the process of coding the game, I found it nice to make lists of what I need to do. This is due to the fact that I found out I constantly made small bits of everything. In this way I did not finish one task fully, but had a lot of unfinished tasks. These lists made the overview much more clear to me.



I also made fix-up lists. These were made when I got stuck in the coding and needed to debug. I wrote down what they currently did or did not do and then what they must be doing or not doing. I could then clearly see where to debug. I used `console.log` a lot to define what was working in which function, and then check the coding for misspellings or wrongly used variables.

## Log

### Week 1

I quickly got the idea of making a game based on the squid game, I did have other ideas before the theme started, but I didn't know the exact limitations. I liked the process of designing the characters and finding out which style I wanted to use.

### Week 2

I proceeded to develop my designs and in the beginning I felt limited in my adobe illustrator skills, but I watched a lot of youtube videos and learned a lot from the drawing tasks we made in school. I already feel a lot more confident drawing in illustrator. I was sick on Thursday when the class started coding animations and I felt that I was lacking behind because of that. I found the animations hard to manage.

### Week 3

Me and Thordis made the coding tasks (javascript and css coding) together. This was so useful for my understanding of variables and functions and how they work. This was a huge success for me, because I find myself being able to say: 'what would I like to happen?' and

then actually find the coding solution by my own knowledge. Also because I remembered when learning coding in the previous themes I constantly felt a bit lost.

#### Week 4

I found the if / if-else a bit hard to understand in the beginning as I do understand how they work but am struggling to find when to use it. The global variable 'this' was easily understood and I did manage to make it work. But I decided to abort as I already had too much coding, and it would be too confusing to change them all without getting lost in the process. I got a lot of constructive feedback from the review with classmate-tasks.

#### Week 5

This last week I implemented the sound which was easier than I thought. I also did a lot of cleaning up and debugging the things that still did not work. I stressed a bit because I wanted it to be fully working when showing the game to the class Thursday, and the day before the presentation the game broke. But of course it was a minor misspelling that I found after using console.log.

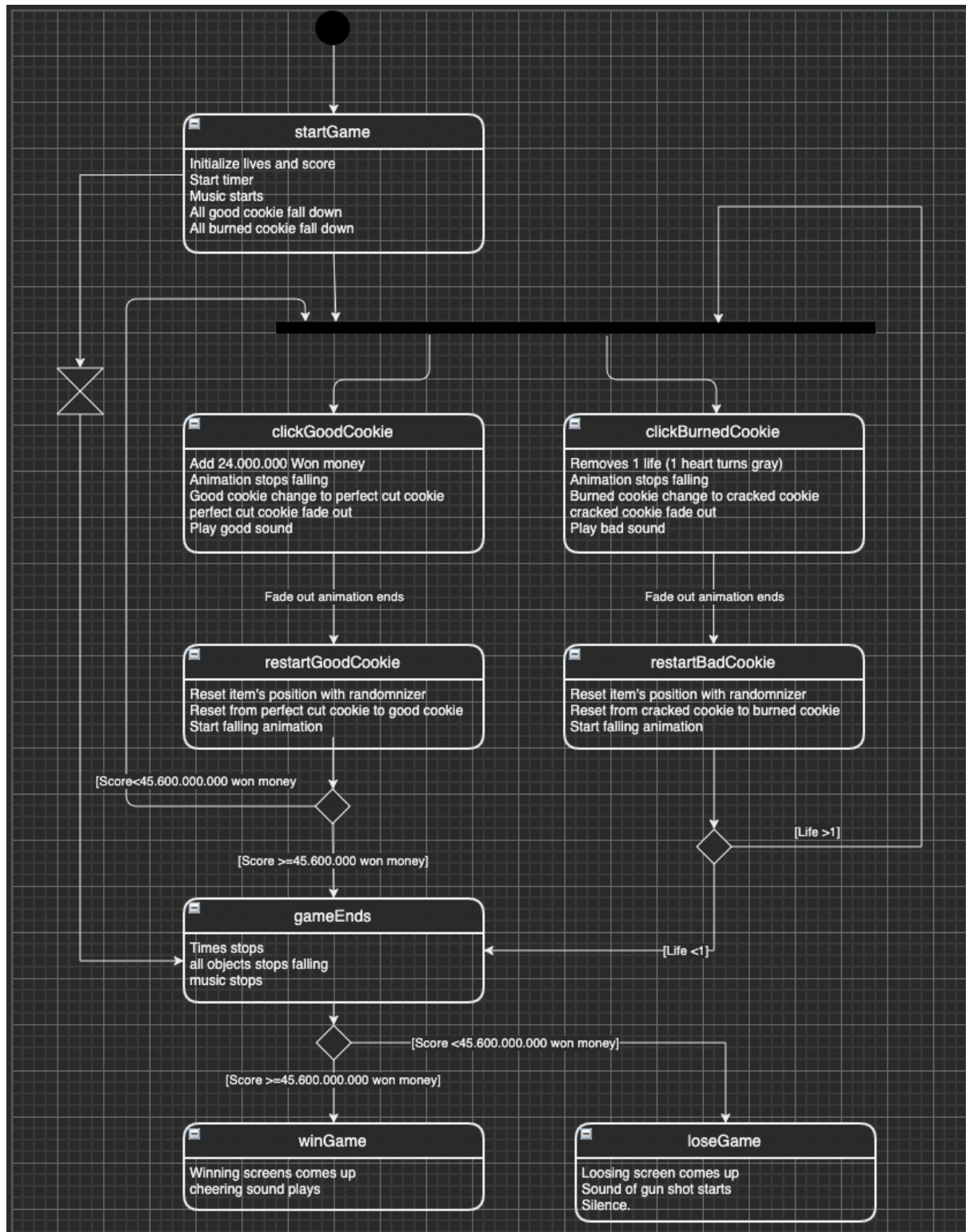
Altogether I really enjoyed this theme. I found it super challenging but that I was capable of creating my Squid Game and I am proud of my work.

Link to my assets:

[http://mdesign.dk/squid\\_game/assets/assets.html](http://mdesign.dk/squid_game/assets/assets.html)



## State Machine Diagram



This State Machine Diagram was important in the development of the game as I could go back to this to find out where the functions should be and what they must do.