

Online Play: <https://justlink12.itch.io/whats-left-online>

Download (Recommended): <https://justlink12.itch.io/whats-left>

Individual Reflection:

1. I focused mostly on the coding and assembling of the game. I did sprite work and sounds as well to fill in spots as needed.
2. This was the first project that I added particle systems and sound control into. I brought into this project some techniques I had already used. This project also had many elements working at once and in the background. One example is that the battery drainage happens during the animation over time, not immediate draw. This is so the number and the image smoothly change rather than be an instant change. The weather events also happen, each one with different effects. These had to be implemented and have to interact with player variables, so making those initially took some time.
3. If I were to start over, I'd focus more on how to make the main mechanic less monotonous. Since the main gameplay loop is walking and resource management, the initial playthrough could have a player standing around a lot, especially at night when the suit doesn't charge. I'd look into ways that allow the player more control over resources, while still maintaining the inability to escape the inevitable loss.
4. I think I am most proud of the small quick time events. Those were fun to come up with and implement! Initially, I was unsure what to have as the quicktime events weren't just fast button pressing. Making it so the games got weirder as the game went on pushes the narrative of someone going crazy pretty well, along with the eyes tracking the mouse. There is only one quicktime event that doesn't use the mouse as controls, but most of the minigames were made so the eyes would be constantly moving.
5. In an effort to avoid percentages, as my teammates all have their own other things going on during this project, like other class projects, tests/quizzes, life events, that I feel it would be hard to give a fair rating.
 - a. Marco was mostly focused on the art side and worked with me on that front. He was the most communicative in the discord and had the most pushes to the game after me
 - b. Kate was in charge of menus, font, and assistance in artwork. A font was never decided on. In the earlier part of the project, she wasn't in many classes. We started to move towards working on menus, but she surprised us with a big push and the menus completed. The only edits on them were a few lines of code for me to connect some stuff up.
 - c. Lara got a good amount of her parts done early. She came up with the weather events, got the quotes, and most of the sounds. However, in the second half of the project, she wasn't adding the things requested, mostly sound wise. I covered those sounds, but in the last week of the project there were almost no contributions.