Code Optimisation done by Ava Punzalan

BEFORE Code Optimised Henry

\* First script done by Eden to have the Mole spawn at random

A screen shot of a computer program

Description automatically generated

Entire Unity Project and Profiling froze the moment the scene is played. Gameobjects were not spawning at random and only at the same place – As well as the gameobjects spawning so much it froze the entire Unity Software

A black screen with white dots

Description automatically generated

AFTER Code Optimised Henry

\* Second script rewritten by Henry

A screen shot of a computer program

Description automatically generated A screenshot of a computer program

Description automatically generated

Unity Profiling when the scene is played using Henry’s Script

A screen shot of a computer

Description automatically generated