Process Log

* Firstly, I created a blank unity project with the git file set up.
* After the initial set up I started to make folders for prefabs, scripts, Arts and so on, so the project structure is clearer.
* Next step will be creating a basic controller with jumping, and a script that makes the background scroll and repeat. After adjusting the scrolling speed, I manage to create a parallax effect.
* A problem occur: the jumping feels wired. So I google and youtube some stuff and by adjusting the gravity in the script I manage to fix it.
* Add prefab and script for obstacle and reward after that and made game manager script and the scene handler script, to spawn reward, obstacle, and scene management.
* The next step is to separate the sprite so that they make up some platform, I randomize the position for a little bit for some game play.
* After that I started to make some UI. Including a scene for when first start the game which contain a start game button and a exit button, a in-game menu when the player dies that include a play again button and a return button. A score UI and meters travelled UI is also included.
* Then I included in the script to store the score and the meters.
* With the basic functionality completed, it is now time to add some polish to the game.
* First I added some sound effect and art asset to make the game prettier. I have decided to make the game as a cyberpunk bike game. So I search some sound on freesound.org. and hand drawn some art, and added them in.
* I added some screen shake to make the explosion more impactful, particle system for the collectable and particle system to give a feeling of wind to give it some “game juice”.
* Then I added virtual joystick and buttons for mobile control. NOTE: In PlayerHandler script you need to tick the “isOnMobileControl” property to use the joystick or you need to use A and D Key to move the player.
* Finally I implemented a save/load functionality that records the highest score. And it works for mobile as well.