ECHOES OF THE FORGOTTEN WORLD

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Objectives

- Initial Objectives:
  - Create a playable and unique game using Unity Engine
  - Incorporate Unity's physics system for improved aesthetics, realistic feel, and intractability.
  - Get additional hands-on experience with C#
  - Flex our creativity. Problem solving often requires not just analytical thinking, but creativity as well. We felt that being creative in the artistic sense also helps to foster creativity in other ways. By exploring different mediums and perspectives, we develop mental flexibility that transfers to how we approach challenges in any field, leading to more innovative and effective solutions.

Challenges & Process

- **Challenges**
  - First time using Unity
  - Limited team wide experience with C#
  - Learning unity's game loop and component system (update, start, fixedUpdate, etc.)
- **Process**
  - Unity tutorials on 2D games
  - Slowly implemented logic (shooting, movement, interaction)
  - Get basics working first then clean up after

Growth

- What did you learn that was new?
  - Working within GitHub is not necessarily the same experience with the same concerns across all languages, frameworks, libraries, etc.
  - How to work with sprites and make simple animations
  - Unity basics (Scenes, prefabs, GameObjects, etc.)
- What are some existing skills you improved?
  - MacOS
  - Time Management
  - Debugging
- What interpersonal / client skills did you develop / improve?
  - Efficiently discuss goals and requirements with team
  - Adapting based on feedback

Impact

- What is the result?
- Will there be an impact (for you, a client, for technology, society, etc.) if this were expanded or took off?
  - There will definitely be an impact for all of us if this game took off, as we would be able to network and show off our skills to the public.
- Will this help you in your job search? In future known work or projects? Something else?
  - This will help us greatly in a job search as it is a big project that we made from brainstorming to implementing those ideas!

Demo

Appendix: Rubric

- Each project will be rated primarily on Objectives, Growth, and Impact
- **Objectives:** Project had clear objectives; the student made progress towards them and/or adapted well to changes
- **Growth:** Project led to the student learning new skills and developing existing ones.
- **Impact:** Project shows positive impact to the industry, society, or the environment.