

Summary for GE1 Portfolio

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My learning goals for this course was to become acquainted with Unity. Because I had almost zero knowledge at the start, so I felt it is nice to get to know the unity basic. If it is possible, I wanted to learn how to make prefabs in the unity since I am graphic side of game study student. Also, I wanted to try out the unity tutorial to get to know what it is like to make game with unity as a knowledge.

Then I wanted to learn critical thinking for game projects. Since it is written in the course description and it is interesting to hear from the teacher who has experienced game industry to gain the knowledge and widen my perspective as a game developer.

I have learned the basic use of Unity and GitHub with group assignments from this course and game project which is connected to Game Concept Development and Concept Art and Character Design course. I made prefabs which design with Unity myself and I added small animation to it.

Unity Tutorial help me to follow what is process of making game in Unity which gave me more clear idea of what needs to be done between process for me even I am beginner. It was fun and good way to learn with those tutorials.

It is still not perfect, but I did my best with script which I found from the internet by changing it for my prefab. Also, I have learned the critical thinking and basic knowledge of game industry from lecture in this course by mind map, analysis assignment and story from lecturer. Also I was able to mix my prefab with background assets to create mini block avoiding game for assignment 06-07c - Oldies but Goldies.