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Postmortem

I set out to achieve my project using the current knowledge I had in both the field of Game Design and Computer Science. During the process, the main issue I ran into was dealing with how to get bullets at the top to shoot down sequentially. I knew I wanted to make them a linked list that fires each other off after a short delay. The implementation of this was a lot trickier than I had imagined. To overcome this issue, I needed a parent object that would randomly shoot the first bullet, then each bullet needed to have an instance of the next object it would shoot. Then, after a short delay, it would simply call the shoot method of the next bullet, and each bullet would need a Boolean that would prevent the previous object from recalling the shoot function multiple times. Finally, I needed the last bullet to invoke a Unity Event that allowed the parent object to know it could start the whole process again. These issues were overcome through my own knowledge of Unity and a mixture of utilizing AI, although the AI only helped through identifying keywords I may need, and helped with bug fixes. The game is somewhat what I hoped for. I want to add a more diverse variety of bullets besides the basic left-to-right or up-to-down. Furthermore, I would like to add either a level system or a high score system.