

Unity Group Project Report

My Role In the Project:

In this project I was tasked with creating the player for the game, for the player I used the sprite from the previous tutorial we had completed. For the player I added a rigidbody to the player. I added a mesh collider in which was fitted to the 3D sprite that we used and it was there to detect any collisions that hit the sprite. I create a playerController script which I used to move the ship from left to right on the screen, this was done by adding/subtracting from the player X pos and then multiplying this value by the speed that the player passed to the script in the inspector. In this script I also added a boundary check which stops the player from moving past a certain value on the X from the origin. In this script I also added the Shooting for the player on the left mouse click which was done using a bolt prefab that also has a sound effect attached to it when fired. The collision on the player is also done in here by checking the tags for enemyBolt then this resets the players position and decrements the player lives.

I was also in charge of creating the bunkers in the game I created four bunkers all along the same Z value all the bunkers start off with equal mass and as they are hit by the enemyBolts and the players bolts the bunkers lose some of their size and after 10 shots on the bunkers they eventually die and are deleted from the game leaving the player open attacks from the invaders. The bunkers have number in the middle of the in place of the crumbling bunkers to signify how many shots the bunkers can take before they are destroyed. The text and the lives are all kept track of in the gameController script.

Collaboration:

Overall the collaboration with my teammate was smooth and efficient, The project itself was completed smoothly, We had worked well and each of us knew exactly what we had to do throughout the entirety of the project and we both completed all our assigned tasks in the project.

Evaluation of Results:

We faced some problems in the project including one merge error near the start of the project but we fixed it with little to no problems. One problem that we faced was to do with the sound of the enemy's exploding when they are hit by the bolt the sound is supposed to play but for some reason it won't. One of the major problems we had through the project was getting the enemy's to move in the right way at times we had it so it would only move left to right and only one of the invaders would move down to the player, but my partner fixed the problem and now they work correctly. Another problem we faced was the moment of invulnerability that the player should have just after dying we could not get it working right so we decided to not include it.

But overall i felt the project went well and we completed it to the spec minus a few flaws. But I feel that we overall did the project fairly smoothly.