

My Role

The first day we were given the assignment we gave each other specific tasks to do. My role was to deal with the enemies, the mystery enemy and the win/lose. I started by making 1 enemy fully, then once that was finished I duplicated it multiple times and separate them into rows. I made the script to move the enemies across the screen and then once they reached the edge of the screen they move down. I then used the bullet already made for the player duplicated it and changed the direction to use it for the enemies, I used a random number between one and four and if that number was equal to 2 then the enemy shoots. Once the enemies were moving and shooting properly I made the mystery ship. I made a game object move across the top of the screen that gave more points than normal enemies if destroyed. I then started on making a win/lose condition. For the win i set it so if the score was equal to the number of enemies then the enemies would stop moving and "You win" text would appear on the screen. For the lose i set it so if either one of the enemies collided with the player or the players lives were equal to zero then "You lose text would appear on the screen.

Collaboration

Me and my partner worked well together. We assigned each other tasks to do and we both completed all of them. We set times to work on the project and we stuck to them time. We worked efficiently and made sure to get everything done on time.

Evaluation

During the project we faced some problems with the project. We got stuck for a while on getting the enemies to move down and the player and enemy bullet collisions but we helped each other and read over our code carefully and found/fixed the problems. I also had an issue with my github at home but we found a solution, instead of me using github at home I had to upload my project to google drive where my partner had to download and push it to github using his account.

Overall apart from the few small problems we had I feel we have completed the brief to the best of our abilities and I am very happy with the resulting project.