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Initial Write Up

**What are you doing?**

We are going to make a game almost identical to Tank Trouble. We are going to have a two person game where you navigate through a maze and eliminate the other character by shooting them. The controls that will be used are ASDWQ and the arrows with M. There will by five different mazes in a random order and the game switches between which maze it uses.

**How are you doing it?**

We are use unity and C# to make the game. In C# we are going to incorporate a lot of the code we have already used for other projects. We are going to use the getkey commands to assign the keys to the desired movements. We are also going to use

**What problems/hardships do you foresee?**

We are probably going to have some problems with using sourcetree and github where we are going to have problems with where to save things and we are making changes to the same things in different ways. Team work and organization might also be a problem. This is because we code things in different ways and go about solutions in a different manner. We also don't know all there is about unity so we probably are going to have to do research about how to complete different tasks.

**What is your end goal of this project?**

The end goal is to add more things to our repositories and to learn how to use unity more efficiently and effectively. We will also learn how to better work on things that we do not know how to do. We will learn how to look things up on the internet and incorporate them into our code with understanding.

After The Project

**What was the biggest triumph?**

The biggest triumph was making a game that other people recognized and knew how to play. It was really satisfying to make something that worked just like a real computer game. Everything works just like it should, and we were really happy with the final product.

**What was the biggest problem?**

A few of the biggest problems were getting the score to work properly and getting the bullets to bounce off of the walls. At first, the bullets would go through the walls and off the map, and they would also destroy the tank that shot them immediately. We fixed this by spawning the bullets in front of the tank so that they wouldn’t touch it. To get the score working, we had to put it inside the GameManager class instead of adding it to each player class.

**What was the most valuable thing you learned?**

The most valuable thing that we learned during this project was the concept of making a maze and getting the bullets to bounce off of the walls. We also learned how to create buttons that load other scenes.

**What was your favorite part?**

Our favorite part was seeing the end product and knowing that we were able to make it. We saw a game that was on the internet and had the ability to go out and recreate it. Other people said that it feels a lot like the real game. Another thing is, it feels good when you run into a problem, and after a couple minutes of trying to figure it out, you are able to solve it. It is so relieving and teaches you how to do it next time you run into the same problem.

**What was your least favorite part?**

Our least favorite part was when we ran into the problems and the hiccups and got stuck. It becomes pretty frustrating when we’re not able to solve something that it feels like we should know.