**Blast Those Bugs Postmortem**

***The Game***

Blast Those Bugs was an effort to create something simple that I had entirely created myself. Besides a single piece of code that is exactly how it went down. While this isn’t a game that’s portfolio ready, Blast Those Bugs feels like a good stepping stone, which you can see as well in the gameplay.

If I were to continue development on this experiment, the biggest thing I would change is the amount of content. Obviously with the limited amount of time I had to prioritize making sure features were implemented rather than iterating on them. Multiple enemy types, proper boss animations, and more inspired level design would all be goals to tackle. The one thing I would not want to change is the grunt sprites. Somehow during development, I got attached to their little fangs and even smaller red eyes. Another thing that I would have added is proper attention to sound. With this project being so programming focused, even the sprites were an embellishment. Much like the Art Center game design program, sound was given the least consideration. Finally, if this was a true project I was working on I’d add cutscenes with an emphasis on silly slapstick humor. All of this would greatly help the game feel more complete, whether the pixel art is ugly or not.

***The Process***

Writing the GDD was a bit basic due to the requirements of it. The GDD I submitted to the school when I was applying was 12 pages long with individual sections for the different game elements. You could say I have some experience in the matter. Despite that I would say the Game Systems Overview section was useful and something I will try to integrate into my other docs from now on. The Game Systems Diagram by contrast was not as useful, serving as more of an exercise in copy + paste than communicating or working out an idea.

By now I’ve been using Unity for a year and there’s still so much to explore. Learning about the animator was initially not useful until I learned the other part of it: changing sprites. Suddenly my little characters had life to them, instead of these static images that could barely convey their current state. The other useful thing working with Unity was YouTube. While the Unity Documentation is often difficult to navigate when you do not know about something, YouTube tutorials were filled with people explaining the exact use of a function and the reasons why they used a specific piece of code. Both these things will help me to create a much better experience.