Unity "Bullet Hell" Game
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Introduction:

Our project is a game where you kill enemies in order to receive upgrades and compete to get a great score in the game, all while dodging bullets. The motivation for this project is to create a fun, but simple game for children to play. We did this by creating an experience where you're always on the edge of your seat, destroying waves upon waves of enemies. Our game started as a role-playing game but we had to recreate it to make it a "bullet-hell" game because of how much time goes into RPGs. We completed our goals, creating a fun, yet simple game.

Customer Value:

We changed a lot within the last few weeks, such as adding controller functionality. We added an 'infinite map' to simulate that you could run wherever you want. This also gave you a way to get away from the bad guys easily. All of these changes were added to create a more wholesome experience.

Technology:

After completing the minimum viable system, we wanted to add the skills interface where you could upgrade your spells. As it stood, there wasn't much to do as you killed the enemies. Everything works well in our final build. We ran tests by putting our game on various computers to see how it would react, overall, unity is very reliable though. We found out that our user interface only worked on computers using certain resolutions, so we had to make the resolution stay the same on all systems.

Team:

Throughout the project, our roles shifted. We all had various programming roles, or roles within the project. Parker worked on the spells and basic art, Jinxiao worked on the controller functionality and the user interface. Dylan worked on the presentation mainly, and Jacob worked with the map and controls. Most of our roles changed as we needed new things.

Project Management:

We were able to complete everything that we wanted after pivoting. We had a good game in our hands, however, it would have been interesting if we could have included more spells or other enemies in the game as well. There could have been more of a story or a high scores system as well.

Reflection:

Our teamwork went exceptionally well, and we responded well to having to switch up our project, converting old assets and scripts into useful ones for the new game. Due to somewhat poor time-management, we were forced to pivot our idea and morph our RPG into a bullet-hell game. Therefore, we had to morph our ideas into new ones, which was dissatisfying. We had plenty of time to test our game, porting it to many different computers, which was helpful in

determining that our interface originally only viewed correctly on Parker's main computer. We would consider this final project a success, because we put in a lot of time and had a final product that was on par with what we strived to create.