Brand Reflection

While working on this project I learned a few things. One thing I relearned is how much building it to web takes time and it’s not as easy as it should have been. I also learned how much easier unity collaboration is than github. While github is useful I’ve had encountered issues when working with unity and I didn’t encounter the same issues. Something I will use when the future permits it would be unity collab, but as far as techniques go, I would probably use how we checked for continuous key down. What I mean is so a key can be pressed and held, and it does an action repeatedly. While it sounds easy, how I was going about it originally wasn’t working as I planned. While the code itself ended being simple I didn’t get it by myself. I’m proud of actually getting something to launch varied distances and angles with out knowing the specifics of the goal movement.

Our workflow was smooth, we worked things out quickly and efficiently. We worked well together, and we had good communication. When there was an issue, we could ask for help and get it. I made the launch mechanic as well as the power bar slider. Then me and Joel integrated our stuff together.