Brain Game (Lost souls)

# Parallax Background and Camera Issue:

## What did I implement?

I implemented a parallax background using an online asset.

## What did I research?

During implementation, I researched how to implement parallax scrolling effectively in Unity.

<https://www.youtube.com/watch?v=JyMpg_jUQpA>

<https://www.youtube.com/watch?v=sjguND1c_UE>

<https://www.reddit.com/r/Unity2D/comments/13qssmf/how_i_achieved_a_nice_parallax_effect/>

## What did I try? What worked? What did not work?

I tried implementing the parallax effect with the online asset.

I worked on adjusting camera settings and background layers to achieve the desired effect.

I encountered a major issue where the camera rotation affected the background, making the game unplayable.

## What did I learn?

I learned about the intricacies of camera movement and parallax backgrounds in Unity.

Through adjusting the priorities and movement speeds of different layers, coupled with finding the right camera angle, I gained insights into the intricacies of camera movement and parallax backgrounds in Unity.

I discovered the critical importance of properly configuring camera constraints and layer movements to achieve intended visual effects and maintain gameplay consistency.

## Application to future games:

I aim to apply better camera control techniques to prevent background rotation issues.

I plan to utilize more robust asset management and integration practices for future projects.

Applying animation help the game feel more vibrant.

# Endless Platform Creation:

What did I implement?

I implemented an endless platform for the player to run on, so player don’t fall thru the map, later I implemented separate jumping platforms.

## What did I research?

I researched procedural generation techniques for creating endless platforms in Unity.

<https://discussions.unity.com/t/how-to-generate-platforms-for-endless-game/126129>

<https://www.youtube.com/watch?v=vQjxgyhGlg4>

<https://www.youtube.com/watch?v=XOtG8jruX_k>

## What did I try? What worked? What did not work?

I tried various algorithms for generating platforms dynamically.

I worked on integrating these algorithms into the game loop.

I faced challenges with platform alignment, smooth transitions, and maintaining performance.

## What did I learn?

I learned about procedural generation techniques and their application in game development.

I gained insights into optimizing performance while dynamically generating game elements.

## Application to future games:

I plan to implement more efficient and versatile procedural generation systems.

I aim to utilize modular design principles to facilitate easier integration of new features and content.

## Professional Challenges and Solutions:

Dealing with the camera and parallax effect integration, as well as creating a seamless endless platform experience.

## How did I overcome it?

I experimented with different settings and configurations for the camera.

I implemented and iterated on procedural generation algorithms for platforms, refining them based on performance and gameplay feedback.

I sought advice from online communities and tutorials to troubleshoot issues related to endless generation and camera views.