Reflection – Craig Franceschetti A01

What was something about C# you think is useful you learned working on this assignment?

* I must admit, C# is my most used programming language, so I can’t say I learned something new from this assignment in relation to C#. However, I will say that I learned a whole lot about Unity from this assignment. I really like how you can create small, modular scripts within unity and attach them as needed. For example, with the NPC, you can make a script for wandering, and if you create another NPC that should also have the ability to wander, you can simply attach that script to it and then it will wander as expected. This behaviour feels very familiar to inheriting the behaviour from a base class, and it allows the programmer to choose between an inheritance-based system or something more component based. In reality, it’ll likely be somewhere in the middle.

What was the easiest part of this assignment and why?

* The easiest part of the assignment for me, was the chasing behaviour. This is because it took a long time to figure out the wandering behaviour, and once I figured that out, the chasing behaviour is simply the wandering behaviour, but we feed in the players location rather than a random location within a radius.

What was the most difficult part of this assignment and why?

* For me, the most difficult part was the wandering behaviour. This is because my knowledge of vectors and vector math was relatively weak. And, I was often confused which vector I needed to grab, or which vector I needed to translate towards. After struggling with that for numerous hours, I feel much more confident in my knowledge of vectors and how to use them.

What would be 5 features you might suggest as “next steps” for this assignment?

* Add more NPCS
* Have a larger map
* Give the player the ability to shoot
* Code the ability for destroying an npc
* Code the ability for destroying the player

How many hours did you spend on this? And were there certain features that took especially long.

* If I had to guess, I would say likely somewhere around 9-12 hours? Most of my time was spent on two parts. Learning how to make the NPC wander around as prescribed, and learning how to make the NPC rotate on the z-axis correctly.

How would you rate this assignment in terms of difficulty?

* I would rate this assignment as fair in terms of difficulty. I think I struggled more than I thought I was going to for the vector calculations and utilizations. I’m glad the assignment had plenty of time to finish it.