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Period 3
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The repository was intense the difficulty that I had was to code the unicorns by going from one direction to the other direction example from going left to right another difficulty was setting the jpeg of the explosion, and making it fun to play.

Furthermore we fixed the Unicorns from shifting left to right by changing the letter y to letter x from the balloon game code. The explosion was hard to find online and we had to make decisions fortunately we found a perfect explosion Jpeg that we both agreed on adding.

I learned how to make a game as an app what's cool about this project was that me and my partner deneti were able to make the game not only interesting but unique the goal is to click the unicorn and it will explode it is also about scoring higher than your friends or whoever you're playing up against. A cool feature that was added was the speed all of the unicorns have different speeds making more challenging for the player that is playing the game. The weirdest part of the game was the rules and policies the cool part about screen one is that the unicorn is dabbing the rest is history.