David Wilkinson

Design Decisions for Unity Game

For this game, the rules that I had in mind were for the player to be able to fly around, unrestricted, and for there to be objects that they could shoot at, and avoid. Also, I had wanted there to be a place to land after the conditions, of a certain amount of points to be collected, and for the big enemy to be destroyed, although I did not get this far, so I had a point threshold for the victory condition. As for the design decisions that I made where I was just playing with certain things, as I got more of it working, I expanded on those ideas and it became what it is now just by expanding on those ideas that I had gotten implemented. So it just naturally evolved into what it is now. For testing I just kept playing it as I implemented an idea that I had, I didn't really get anyone else to play the game for me, although I did show my friends and they thought it was pretty cool, although they are not gamers so had not a lot to say other than that.