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Data Structures 211

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Milestone one taught me about the Unity program and C sharp. The video was easy to follow. Farzan (the guy in the video) explained c-sharp very well. I learn to make for loops and vectors. During the programing part of the video I observed to realize that some of the randomizing and making cards can be programed differently. For example, in the video you see him drawing five cards, what is not shown is if it is clicked again you draw another five. The button can be pressed several times and add more to your deck. I would have but didn’t do is have something to stop the user from clicking draw cards button again or when it’s clicked again no cards are being drawn. A Semi problem I had was that the cards are to big and the play area is to small. I did not want to mess with the game anymore. Just because the cards would be too small. Changing all the sizes from the box collider including image sizes. I did struggle to turn this in on time. I try to manage my time to come to the library to do homework because at the moment I do not have a laptop. From is experienced I learned the best way to work on projects is to work on them over the weekends and mornings. I learn that lab computers do not that program to record the computer screen. I found a solution to use giphy.com. Taking the snipping tool to collect photos and make a gif. The outcome of this assignment is that my game works. I got familiar with unity and c sharp.