

COSC 341 Assignment 1: Sphere Game

Cooper Ross, #29366861

Our first assignment was to develop a game featuring a sphere using the Unity game engine. As someone new to Unity, I faced a steep learning curve. One of the most challenging tasks was programming the enemy's movement between predefined points in the game. Despite implementing a patrolling system, the enemy didn't behave as expected, and it was a perplexing issue to troubleshoot.

I spent numerous hours researching and experimenting with different approaches to solve the problem. I delved into Unity's documentation, watched tutorials, and sought help from online forums. After several iterations, I finally discovered that the issue stemmed from a conflict between the movement script and the collision detection system. Once I identified the source of the problem, I rectified it by adjusting the collision detection and refining the enemy movement script.

This experience, though frustrating at times, taught me a great deal about problem-solving and the iterative nature of game development. It also instilled in me a sense of perseverance and resilience when facing complex technical challenges. In the end, overcoming this obstacle was incredibly rewarding, and it heightened my enthusiasm for game development as a whole.