Self-Reflection Report

There have been many difficulties and challenges in this development process, and I have also learned many things. Firstly, it is essential for a game developer to debug and find bugs from the log file. Secondly, most information and knowledge for development and debug can be found on Internet by searching related key words. Thirdly, when faced great challenges, it is helpful to start with small and develop step by step. Lastly, never give up and focus on the progress have been made.

The problems that have not been addressed and solved in this project here including the save and load function, resource-efficient path finding algorithm, the enemy generation, and better terrain design. For the save and load function, I have considered the json saving method but there is an existing conflict that I cannot find the bug source. For the finding algorithm, my current method is just using the NavMeshAgent to search paths, and the destination will be changed according to the distance between agent and target or base. It is not efficient and accurate enough now and the searching logic is also confused. For enemy generation, sometimes the enemies will be instantiated repeatedly and unlimitedly. For the terrain design, the current one is mostly built with the prefab and the built terrain is not beautiful enough. Therefore, in the future, I will design a much more beautiful and organized terrain, develop a more resource-efficient path finding algorithm and enemy generation method, and also finish the save and load function.

In this game, as the main character is chased and hurt, the players in real life may feel fear and anxiety, which is not influence their states of mind. Many enemies will be produced in the chasing process and will make hurt if arrived, which will make players afraid. Besides, the superpower of making the character invisible may bring false impressions to players and influence players' real life. To solve these issues, I have used relaxing music and cute mummy model, and designed friendly terrain with fluent and harmonic color tone. The main character here is a model of the police chief, which may bring comfort and sense of security to the player. It is also helpful to tell the background story and emphasize the gap between virtual game and real life in the Guide section.