

ASSIGNMENT COVER SHEET



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Name:

Student Number:

Course (please select) ☐ AUDIO ☐ FTV ☐ ENT ☐ MUSIC ☐ 3DAN ☐ GAMES

Phone Number:

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ASSESSMENT DETAILS & CONTENT OF SUBMISSION (Name & Student Number on each item)

UNIT CODE:

ASSESSMENT NUMBER & TITLE:

LECTURER NAME:

Select relevant item description

☐ Attached PDF document

☐ Digital file submitted via separate upload

PLAGIARISM STATEMENT

Students are responsible for ensuring that work submitted for assessment does not include intentional or unintentional plagiarism.

Plagiarism is cheating and considered a dishonest act. Plagiarism is a very serious breach of academic rules, leading to failure, penalty or sanctions imposed by the Academic Board.

Plagiarism is the practice of taking the ideas, writings or practical work of someone else and submitting or presenting it as your own work by failing to give proper acknowledgement. This includes material from any source, published or unpublished.

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- I have read and understand the Academic Misconduct policy (H6.07)
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 - Work submitted to JMC Academy may be retained for assessment and/or moderation purposes.
- **I declare that this assignment is my own work and that I have not plagiarised the work of others or participated in unauthorised collusion when preparing this assignment. (sign below)**

This cover sheet is to be used for submissions on Turnitin.

- Where the whole submission is a PDF document, it should be attached as the first page.
- Where digital files are being submitted via separate upload, hand-in, or presentation, this file should be submitted on its own.

NB. Do not zip or compress files, keep them under 20mb in size, collate and submit one document only, multiple will not work.

Short Analysis

The Shoot em up game I chose from the read me I have found to be interesting. My take is that this short prototype hits a lot of points for the style of game it is trying to achieve. While I have found it to be too hard for me to comprehend in he execution.

This topic is prototyping, seeing what can work for an idea to go forward with and develop it even more once the skeleton of the project is in front of you.

This phase to me is very important as it can tell you when your onto something or using something which goes nowhere.

The skills needed for this assignment was good understanding of unity and C# language, we as students had to A) understand and change the unity script to our newer version, outside of the 1st edition online (not all scripts up to date) and B) come up new features to enhance the prototype within a 3 week scope..

Process

- ▶ I have a pdf attached which shows my commits for this project through git hub. The physical work was done in largely 2 days, with a 3 day full turn around.
- ▶ The thinking and reading for this was realistically 1 week, (the week before commencing the project).
- ▶ My prototype is not up to standard, as I fail to understand 3 things in my original scripts. The shield, the projectiles and in turn, enemy/hero deaths.
- ▶ I managed to achieve the aesthetic by camera and simple materials, with player movement. But failed to properly implement the code already given in the reader for shield and projectiles.
- ▶ So, in that vein, the prototyping analysis from me is, Shooting in an isometric shoot em up form, is not my thing and should move on.... Or have someone run me through these errors I have found.