

Task 4: Review

I encountered some problems while creating my Color Switch replica. The first problem was about the player that at the beginning of the game, it was not standing still in one place but always falls. That was solved by constraining his position on the X, Y, Z axis and on the player script, all I had to do was that when they player starts pressing the Space bar or the left mouse button, that constraint on the Y was removed, in other words, its position on the Y-axis was unfrozen.

```
void Update () {  
  
    if(Input.GetButtonDown("Jump") || Input.GetMouseButtonDown(0))  
    {  
        rb.velocity = Vector2.up * jumpForce;  
        rb.constraints = ~RigidbodyConstraints2D.FreezePositionY;  
    }  
  
}
```

As a game, at first, I wanted it to be an infinite game but I didn't manage, so I created a simple level, where the player must reach the star to win the game. I used a for loop to create a set of obstacles on top of each other. I created 3 different obstacles and put them in an array. I had to research on how an array works on unity and I inserted the obstacle prefabs in an array of a size of 10. The prefabs will be picked randomly so to change the probability of some obstacles being chosen, I inserted some prefabs more then others.

Size	10
Element 0	SmallCircle
Element 1	SmallCircle
Element 2	SmallCircle
Element 3	SmallCircle
Element 4	SmallCircle
Element 5	SmallCircle
Element 6	SmallCircle
Element 7	DoubleCircle
Element 8	Slow Small Circle
Element 9	Slow Small Circle

On the next project I intend to explore more on other methods on tackling certain situations and create a better game.