Task 4 - Evaluation

For our game, I was mainly in charge of the creation and design of the pickable items, obstacles and character of the game. I did not really have any problems with actually making them however I encountered a problem when trying to import then to Unity as they were coming without textures. I then remembered that Arnold renders are not compatible with Unity (this was the issue). To solve this I just rendered them with the blinn texture and it worked. I was also involved in some code; I created the box colliders for the player and obstacles so that something occurs when they collide. At first it wasn't working because I wrote onTriggerEnter() instead of OnTriggerEnter(). After I arranged this little mistake, it started to work. I also made the game be over when the player falls off the edge of the platform he is walking on. For some reason OnBecameInvisible() was not working so instead I used if (position.transform.y < posY) { GameOver(); }. PosY represented the Y position of the player when the game starts. I made it 0 however so the character would have chance to fall down a bit before Y reaches 0 and the game would be officially over. Finally, I created the menus; the starting menu and the game over menu. The starting menu is the first menu which appears when the game is started and the game over menu is the menu which appears when the player loses the game. On both menus, players have the options to start the game as well as to quit.