Evaluation

Through the development of our game we didn't encounter a lot of problems because we helped each other in the development of the game. Also since now this was the second time working with Unity I felt much more fluent with the coding language and I could understand more how it worked. When coding I still used tutorials but I changed some stuff from the tutorials so that I could use the code which was in the tutorial for my needs.

My initial problem was that for the game modes since I didn't know how I was going to code it but then on the suggestion of the lecturer I used emuns which are quite a good way when you need to switch between stuff. Another problem was that we didn't plan on doing a game manager. But then when we moved according to what the lecturer said which was to use a game manager the game worked better because the game manager was controlling what was happening in the game. Another thing that I had was the movement horizontally. When I coded the movement horizontally the movement was not fluid and the player had like a delay to start moving from one side to the other. With the help of the lecturer the movement was quite better because the movement became much more fluid.