

Game name - Hop And Shoot
Genre - Action Platformer, Shooter
Platform - Windows
Link - [Play](#) [Github](#)

My Takeaways -

Hop and shoot is a platformer action shooter game. Where you play as a rabbit, who goes on other planets to kill bees and rats. Not a great story but I had to fix it in the game I made. Hop and shoot is the first game that I am really proud of. It's not perfect. It is not a Mario killer. But I like it.

Challenges Faced -

Making this game in itself was a challenge. As I wasn't following any tutorial or any other course. I decided to download a simplest asset pack and go on. It was difficult to apply all the knowledge I gathered from my learning without following any concrete tutorial. But that was my biggest achievement as well for this project that I applied my knowledge in my own way.

Things learned -

I got to learn a lot of work ethics while working on this game like, how to not get distracted and focus on work at hand. And how to finish up actual game coz making game is not entirely fun, enjoying and doing UI related work and finishing up the project. Apart from that I got to learn about rule tile.

Also I enjoyed creating levels for this game. I applied as much knowledge as I can which I have gathered from playing so many different games.

Knowledge Applied -

I applied OOP design patterns in this project like Object Pooling for bullets and State pattern for player state with and without gun, Also coroutines, Getters, and other usual unity stuff like rigidbodies, colliders, triggers, animation etc.

Future Plans -

I have very few future plans for this game. Like adding more levels, Level menu, Particle system etc. to improve the overall game.

Final thoughts -

This was a fun experience to have as a game developer. I learned a lot and I practised also a lot. I hope this document conveys my thoughts for this project.

Thank you so much for reading. I hope you have a wonderful day.