LO4: Build and deploy a game project across a chosen platform.

Write a maximum 300-word review of your development process. Highlight any problems encountered, and how you intend to overcome them in your next project.

Gianfranco Micallef:

We started off this task with a discussion on which game we were going to choose for our assignment. I worked together with a friend of mine called Carlston. We had different game ideas to choose from and at the end we decided to continue constructing the game I had already started from Phase 1. We sketched out a mind map regarding the updates we could make for the game such as increase speed, enlarge the player, multiplayer game, power ups, tunnels, ramps and much more. Even though we encountered some problems, with the help of our lecturer, other students and some online information we still managed to continue coding and proceeding on our work. One big problem we had was the way we had to make the power ups in order to be used on the opponent, as we pressed the upper arrow the power up wasn't working well as the object kept getting bigger and bigger. Our lecturer helped us solving the problem and gave us the code below:

```
public PlayerMovement otherPlayer;



if (Input.GetKey (keyDown))
{
    otherPlayer.DoPowerUp (counter);
    playerText.text = "";
    counter = 0;
}
```

We had to drag the player into the other player field and vice versa.
If we had more time we could have added more updates to our game such as different levels, more players (AI players) or opponents, more power ups, more game mechanics and better graphics like the background, etc. Overall, with the help of the first assignment (Phase1) we knew more how the code works and we managed to code more on our own instead of looking at tutorials. We had a very good feedback from our classmates as they played our game and really enjoyed it. I am very happy with our work as a group as we discussed many things like the way we were going to build our game and shared our own ideas.

Carlston Cardona:

When looking back at when I started to work on this task, I was still not so confident to work using unity as I am now. However, now I can say that I learned much more, and I also feel more confident using unity. Also, this time round I did not look at tutorials as much as I did in the 1st phase.

Working as a group also helped as whenever one of us was not sure what/ how to do/ do something, we would have discussed the scenario between ourselves and come up with a solution much faster than if we worked alone. Also merging our different ideas together helped in achieving a more unique product.

Some of the problems that we encountered whilst developing were:
- How to make the power-ups affect the other player
- How to make the power-ups work randomly
- How to make a split screen

We managed to solve these problems by researching and by asking for the help of: other students/ the lecturer.

To conclude, I can say that I feel as if I had gotten better when it comes to coding in unity. I am quite satisfied with how this game turned out as we have managed to add all the features that we desired to and the game turned out to be a very enjoyable one.