This assignment is a collaboration between Haojia Deng and Sunchi Wang.

Sunchi Wang:

I focused on reading and parsing enemy data from the JSON files, implementing the level selection based on difficulty, spawning enemies systematically in waves, and creating an RPN evaluator for handling dynamic expressions or game logic. Working with JSON deserialization greatly improved my understanding of data-driven development and object-oriented structuring in C#. The wave spawning mechanic taught me about timing and managing game states effectively, while implementing the RPN evaluator deepened my knowledge of parsing expressions and stack-based computation. Overall, this assignment strengthened my programming skills and taught me practical approaches to handling complex game systems efficiently.

Haojia Deng:

I was responsible for making the data shown to the player (I made the time the player spent in every wave & the damage received) and creating an additional enemy type. It's interesting to see and practice how enemies.json and levels.json relate to the game. With this assignment, I can feel that it furthered my understanding of Unity structure and game logic flow. This experience also strengthened my sense of collaborative development since I had little experience before this assignment. And it was a pleasure to communicate with SunchiWang and solve the problem.