

Learning in development.

Throughout the development, I learned how to develop the game efficiently and quickly, such as using the Unity Asset Store for feature integration development. I also learned how to use the Unity learning resources on the Internet, such as using the Universal Pipeline to build the foundation of the project. In addition to that, I learned how to integrate multiple game features.

Difficulties in development.

Many minor difficulties arose throughout the development. For example, in implementing the functionality of storing games and loading archives, which was due to the fact that I was not familiar with C# data structures. Among the development problems, the most noteworthy was the design style issue. There are many relevant learning resources available on the Internet, however, choosing the best style took a lot of time. The root of the development difficulties was the lack of knowledge about Unity, which was obvious in the early stages of development. However, after getting familiar with the development tools, all features can be implemented quickly.

Legal, social, ethical and professional issues related to the game.

The game observes the game ethics and has a positive impact on the formation of good social morals and the promotion of high morals. Positive and positive factors are introduced and more spiritual values are given to the game when creating game products. For example, changing the traditional competition mechanism of the game, reducing the images and plots like revenge and murder.