

Assignment 2 Final Project Report

Some things that went well were that we were able to make a cool little environment for our game with a fun squirrel theme. The sound effect integration and camera controls especially turned out well. One thing that could have been better in our game is the GUI. We had problems getting the GUI anchoring to work correctly, so sometimes the button we want to show up on the right side of the screen doesn't show up. There are also some issues with popup menus going away when the player clicks out of the game that prevent the player from continuing. Despite some searching, we couldn't figure out why this problem was occurring. And our GUI could definitely look nicer.

Originally, we had planned to make our player package more modular, but we ended up implementing pretty much all of it in our `basic_movement` script because it was easier. In the future we may want to refactor this code because having all this functionality in one place made it pretty bloated.