Postmortem:

My game, Unstoppable, has many dependencies that are Unity/Game-specific, but I believe they could be easily fixed/managed. I tried my hardest when making sure the game was modular and had a lot of Separation of Concern. Making the endless-runner environment specifically the way I wanted it ended up being very difficult and really botched my sense of Single Responsibility. If I were to start over, I’d be much more careful in the way I set it up because it’s an essential part of the game. A lot of the individual objects in the game are reusable but not as much as I’d like. Game objects like the Player, UI, Managers, etc. are near-solid, but they still have a sense of dependency on being used in My endless runner game. I’d say that 50% of the code is specific to the game, and 30% is highly dependent on the Unity Engine. For this game, it would be very easy to add enemies, pickups, weapons, and levels if the developer knows what each script does and has a solid understanding of my Endless-Runner level-system. I did not “finish” my game, but I managed to fit the minimal scope. Ideally, I would have wanted sprite animations, more enemies, and more obstacles. I would especially like if I implemented the animations for a player walking and using abilities to guard from the projectiles, but I simply didn’t have the time for that as it is new to me. If I could redo the Proposal, I’d make sure not to bite off more than I can chew by narrowing the scope of my project a bit.