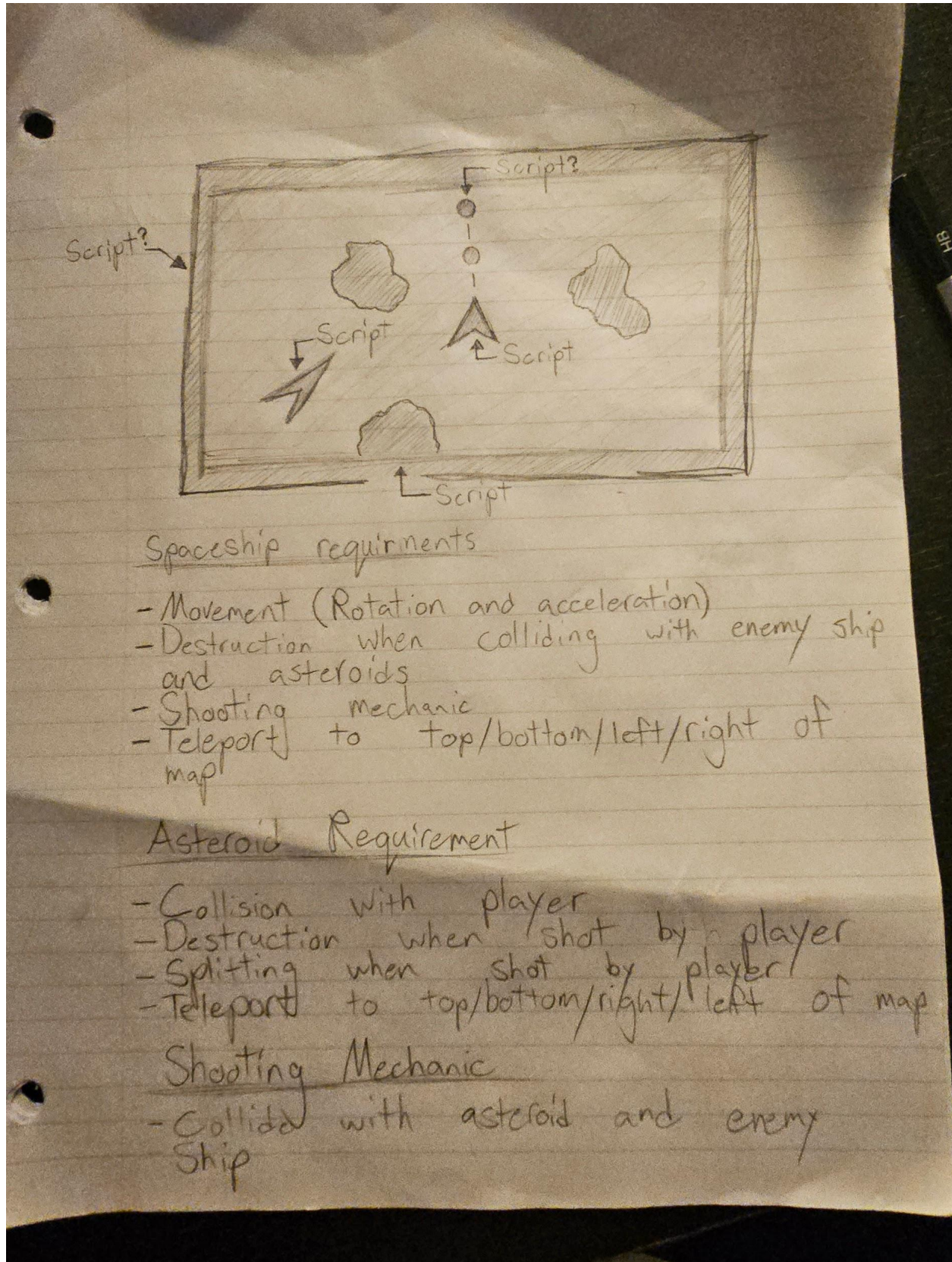
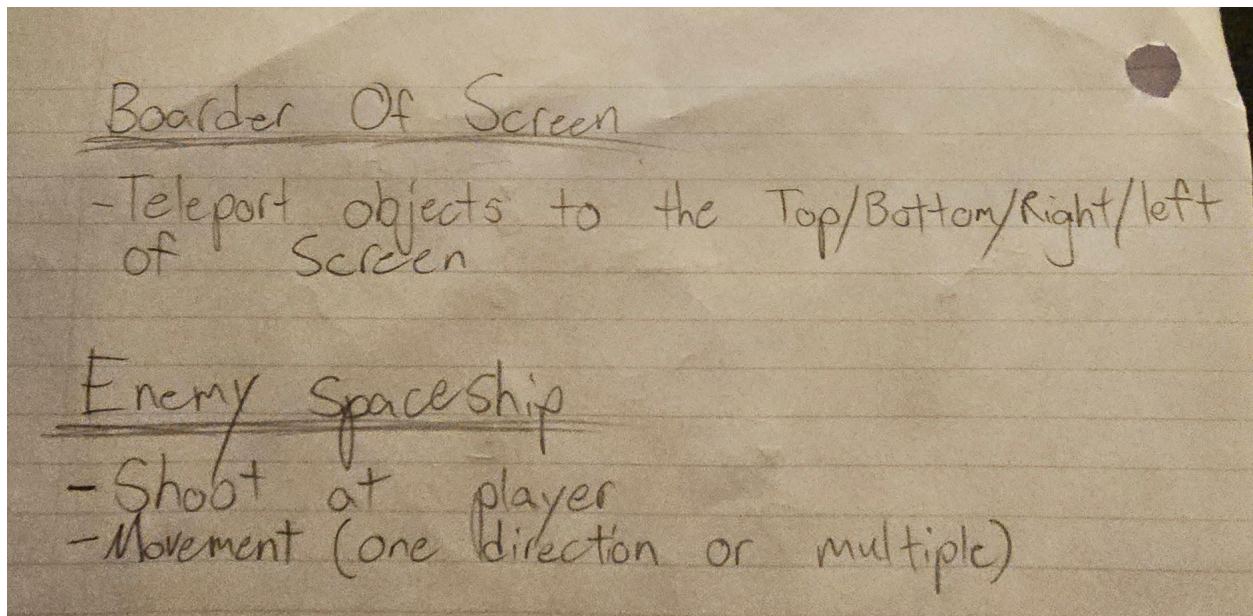


Process Work

For the creation of my game I will need to outline what I will need for each aspect of the game. How many scripts will I need? How many shapes? And how many aspects will I need and what do I need to do



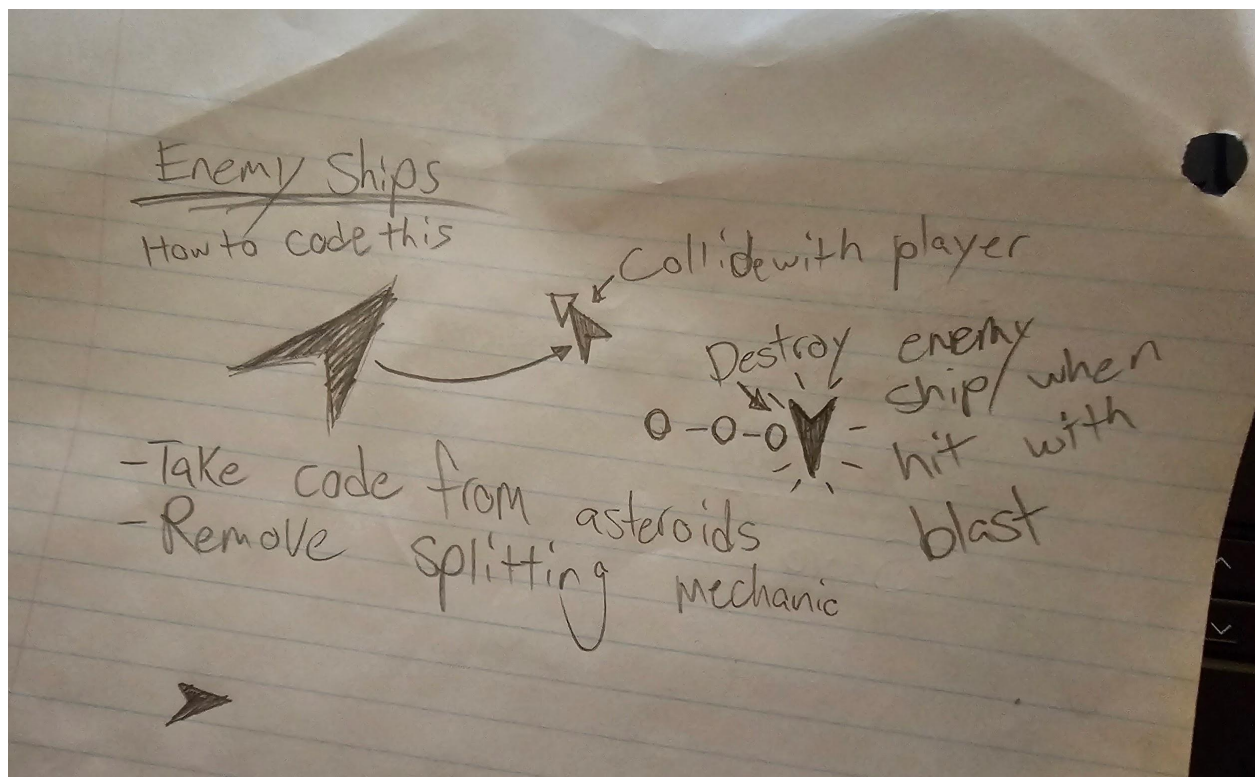
with them? I have made a drawing of how many scripts I'll need, an outline of what my screen will look like, and an explanation of what I will need to do for each feature.



During the early stages of making my game, I managed to get the movement down relatively easily. I added a triangle for the player character which I named "spaceship". I wrote the code for the player to move and rotate. Shortly after I wrote the code for the asteroid. I got it to spawn randomly on the screen and then I decided to also get the asteroid to move across the screen. I had a slight issue where the asteroid would move far too quickly. I had to adjust the code and the speed quite a bit before I was able to get it to a reasonable speed. I then programmed the shooting mechanic which I named "pewpew". I chose this name because it's similar to the sound of a laser gun from any sci-fi movie, and I thought it was fitting given the name of the game. This required me to place a circle right in front of the spaceship.

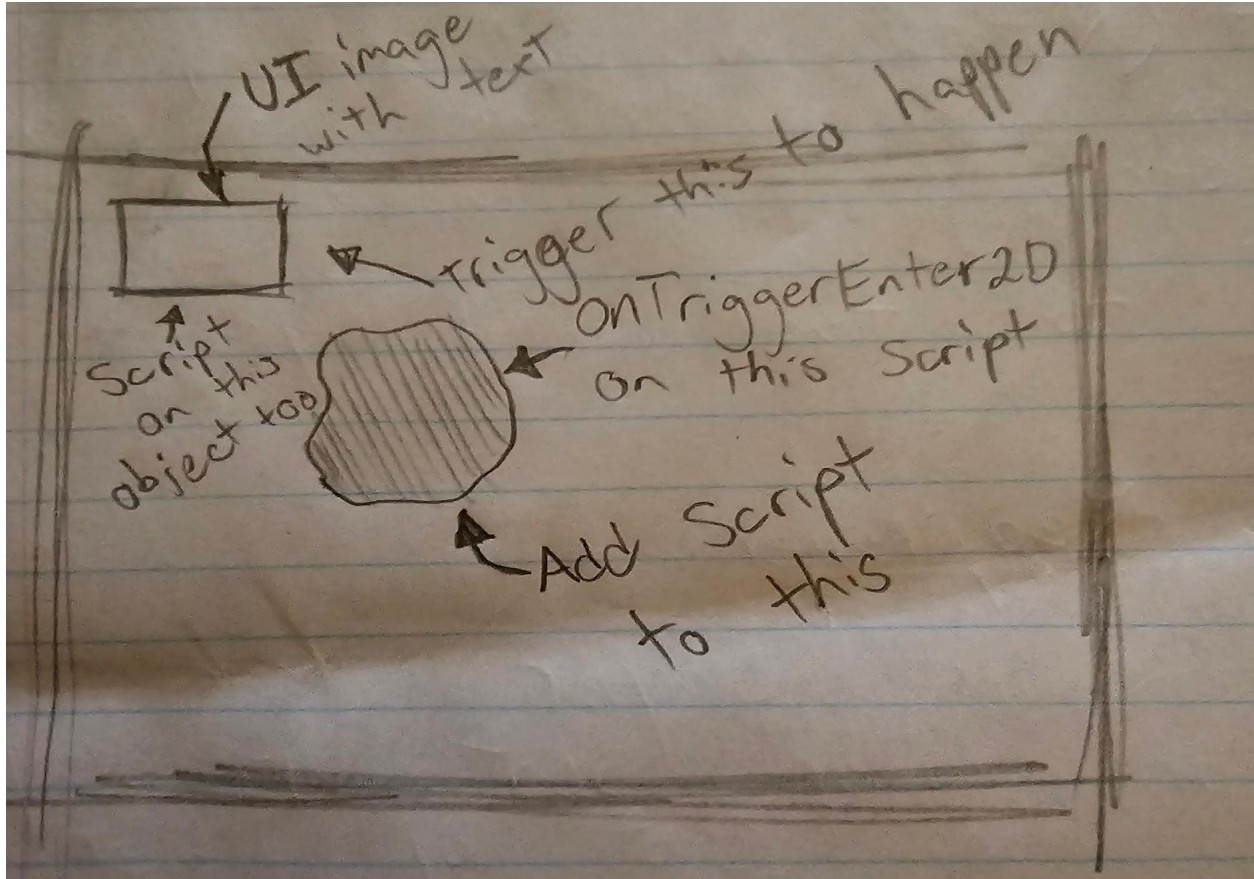
I then went into the player script and programmed a way of shooting the ball that is in front of the spaceship. I didn't have too many issues with this. I realized that the shooting mechanic could be put within the player script and did not have to be its own script as that would complicate things and I realized it wouldn't be necessary. I just had to make sure the rigidbody was there, and that the gravity was turned off so that way the blasts didn't come back down. I also set the time for the blast to only last 15 seconds on the screen, I would later change this to only 4 seconds. After this, I went back into the asteroid script. I planned on getting the asteroids to split. I didn't have that many difficulties with this. I had to set the asteroid speed to 0 during this so that way it wouldn't while I was testing whether or not the asteroid would split. After getting this to work. I began to add the border of the screen that allows you to teleport to the opposing end. I made tags on all of the sprites that I had and created a separate

script which contained code with all the tags that allowed me to get the teleporting mechanic to work. The issue that I had with this was that the objects that would hit the top of the screen would get stuck there as they would glitch and constantly warp between the top and bottom of the screen. To fix this, I moved the rectangular sprites that I made that cover the edges of the screen slightly further away from the edge of the screen. This way, the objects teleporting in and out would not get stuck, and instead could freely move throughout the screen. I also ran into another issue regarding the teleporting mechanic. When the player would come into contact with the teleporting border, it would not work for the player, but it still works for the rest of the objects/sprite. To fix this, I changed the spaceship to run on a rigidbody. This allowed the teleporting mechanic to function properly. After this, I began to make the enemy ship, which basically has the same code as the asteroid except for a few things. To visualize what I would need, I made a sketch.



I don't need to split the spaceship, but I will need to get the ship to have a shooting mechanic just like the player. Making the ship was easy but the shooting mechanic was a bit different since the shooting mechanic had to be done automatically instead of by the input of a player. One significant problem that I

was unable to solve was the issue of adding a scoring system to the game. Before solving this issue, I sketched out my solution for what I wanted it to look like.



Unfortunately I was not able to solve this issue as there was an error within my code on one of the scripts that I was unable to solve. I then added my code comments and my sprites to my game and finished. Overall I wish I had more time to fix the issues I had with this assignment but I still managed to clone asteroids.