Game Engines

Task 4 Evaluation

Since this was my first scholastic year in learning coding and making an actual game, I was finding it a bit hard, but I had an aim and I wanted it to be successful and do the game I had planned. I managed to make the design of the game how I wanted it, as for the coding I was reviewing some tutorials since I had to work at home from my desktop computer, but with the help of the internet I managed to do all scripting to my assets and added the basics of a game. It was a bit frustrating but when you see your game being built bit by bit, its really satisfying that you want to add more things to make it even better. As for the timing I managed to tackle the major objectives early on and at the end when the deadline was near, I just tweaked some minor mistakes reviewed the game again for bugs and added music and effects.

I want to give this another try someday and try to improve on what I did especially in scripting where I need to sort my coding better, but overall it was a wonderful experience which I will be trying again for sure someday.

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