Keyra Webb – Mobile Game Reflection

Challenges:

- **Screen size adjustments** – In my first version I had trouble creating dynamic screen sizing, specifically with some of my buttons and with the scrolling background. To overcome this I had to reconsider what type of buttons I was using (changed from touchscreen buttons to standard buttons) and also I had to implement the new parallax function in Godot 4.4, which I was unfamiliar with at the time.

- **UI overlapping bugs** – I had many issues with the layering of menus and the HUD where it would create problems where I could not access parts of the menu properly. To solve these issues, I had to thoroughly inspect the hierarchy of the menus and their properties to make sure they were place properly and did not interfere with each other.

What I would do differently:

- Put a bit more research into possible solutions before I try to just throw myself at the problem

- Have a better plan in place for features where I can have a better idea of what needs to be implemented and when

New skills or tools:

- The new Godot parallax tool made available in 4.4

- I learned more about how to code gestures with Godot

- I learned how to utilise the Godot in-built saving system