# Reflection

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This was the first full game I've ever worked on, and honestly, it was a lot more intense—and more fun—than I expected. I'd done a bit of Unity before, but this was the first time I was part of actually building a complete game from the ground up. From creating gameplay systems to solving bugs under pressure (and dealing with all the weird things Unity sometimes does), there was always something new to figure out.

Since we worked on the same PC most of the time, we coded together a lot, which made things easier and faster. If one of us got stuck, the other could jump in with a suggestion, and we were constantly bouncing ideas back and forth. That kind of teamwork really helped us stay motivated, especially when things didn't go as planned.

One part I'm really proud of is the player movement—especially getting wall sliding and wall jumping to feel smooth. It's easy to make a player jump, but making it feel good is something else entirely. We had to tweak gravity, fall speed, and jump strength to get the movement just right. I added some gravity scaling so the player falls faster after jumping but doesn't fall too fast

```
//falling gravity
if (rb.linearVelocity.y < 0)
{
    rb.gravityScale = baseGravity * fallGravityMult; //fall faster and faster
    rb.linearVelocity = new Vector2(rb.linearVelocity.x, Mathf.Max(rb.linearVelocity.y, -maxFallSpeed)); //max fall speed
}
```

Even though it's just a few lines of code, it really made the game feel better to play. I also worked on the speed boost power-up. When the player picks it up, they move faster for 10 seconds. It's a small feature, but it added variety to the gameplay and taught me a lot about timing and managing temporary effects.

The biggest challenge was definitely time. We were working on this during a busy exam period, and we quickly realized that our original idea (Escape VIA) was too ambitious for the time we had. So, we scaled back, focused on building a few good levels, and made sure the core mechanics worked well. That decision helped us actually finish something we could be proud of.

What I appreciated most was how we worked together. We shared the responsibilities, helped each other debug, and always made decisions together. For my first real game project, I'm proud not just of what I learned, but of what we created as a team.