**Learning Journal**

Throughout this module I have learned how to make four important and useful assets that is getting used regularly in games. And I learned how to make packages for myself and for other users which can be used in game making process. These packages will save time, easy to import and use and there is a full guidance comes with the package. Every game maker uses packages to speed up their work, basic package that unity itself offers is the Player package. This package includes both FPS and TPS movement assets. I find this package very useful.

In my other assignments, I wish I had packages online for free download so I can use them in testing and making Prototypes. But unfortunately, I couldn’t find, therefore I made those assets and made them into packages as in a way another game maker can use it.

The packages I have made is very useful for me when making puzzle games. Trap Door, Exit Door, Arrow Trap and Teleportation. Other game makers can get use of these packages not only in making puzzle games but also in making other genre games as well.

The packages are made to use in Prototypes because I haven’t focused on the art aspect of it, only the programming and the designing aspects of the packages. The learning methods were,

* Plural sight website
* Youtube
* The help of Programming Lecturer