

Overall the briefs went pretty well, I am proud of my ability to try and find fixes to new any that happened to show up, this is happened a few times. With the shuffle brief, I had tried doing the thing with a normal variable inside the main class, but I realized that this was an issue because it did not allow me to attach any other type of data to the variable. So instead I decided to use a scriptable object instead, which allowed me to attach a name, and an order number to the objects, making it easier to handle.

This use of scriptable objects saved me more time as also used it to set the old list of objects as this was part of the brief. To make sure that there was a visible difference between the previous and new list, which helped with fulfilling a part of the brief that was important.

Another piece of problem-solving that I used was for the radar brief. Where I needed to make sure that the radar could also detect objects outside the set distance, a second ray cast with a larger radius would have made sense instead I used the same ray cast but with a longer length, and then I just used a distance check to see if it was in range of the players' radar or outside it. This feature although small is significant in game development, because ray casts use up computer resources and if they begin to pile up in the game and this ruins the players' experience.

With the Frames per Second, I had attempted to make the extra credit feature of the brief, which was to make a graph display on the screen for the player to see the performance over time, my attempt at this was somewhat functional, but the graph did not properly remove older values to make sure that the graph would display correctly on the screen, and I was unable to get the graph to display properly in the first place. It would have been great to get the graph working.

With my radar and frames per second briefs, I used YouTube tutorials to help me solve them, I also used my own skills to solve other parts of the brief which i couldn't find a tutorial for, but for the more difficult of the briefs, the Shuffle item, It was all my own programming that I used to solve it, which I am very proud of, the shuffle brief I solved using unity documentation and unity forums to solve an issue I had with how lists are sorted in c#.

I found that the "using System.Linq;" allows me to use a function called "List.OrderBy", to organize the objects in the correct order according to a given value that they both have.

After completing the briefs, I added small things for each brief, for the FPS brief, I added the starter assets pack to add some nice visuals. For the radar, I added basic radar like assets to visualize the rotation of the ray cast, and I also made the pings fade out for more visually appealing.