

Conclusion

My overall goal was to make a fun interactive game for players to play. I do believe I underestimated the scope of making this game. I took way too long looking/fixing assets for the game and chose to write all the scripts myself instead of using other sources. I had issues with some of the 3d models so I had to pull them into Blender to fix them. Additionally I had issues with getting some of the code to work. I added random size/point amounts for the fishes to add more variety. I believe there can be improvements on all fronts of the game with movement of the fishes, better music, better UI, better terrain. I believe this simple game is easy to pick up and play for the demographic. I added upbeat music to keep the player from playing in complete silence. I made the game look more realistic to try to attract the demographic from looking at plan shapes.