Untitled Pushing Game

Using: Unity, Unity Netcode for gameobjects.

Result: the game is functional, though just barely. Alot of features I wanted to include but not enough time, for example: heart health system and laser beams. Alot of struggles trying to implement either of them. Just for them to not even function properly.

Personally I had a bit of problems with understanding how to use server and client in programming. Seeing how I am not used to programming 2 different players using 1 script. I’m going to try to get a deeper knowledge of it later.

Struggles:

* Re-learning unity after using Unreal for so long.
* Shooting projectiles towards the cursor using 2 monitors.
* Implementing heart health for the players.
* And general programming problems like destroying or de-spawning network objects correctly.
* Getting the “emote” to work was quite a hassle.
* I am not very happy with the end result and if I had more time to work on it I think i could have done alot better. Like making assets and having more abilities between the characters.
* Some of the features are very rushed because I cut some of the more important features.

Features:

* Move with A and D.
* Jump with W.
* 3 Jumps that replenish over time.
* Emote with H.
* Pushing the enemy off the edge of the platform kills them. And you need to restart.
* Winscreen that is a bit broken. (wish i knew how to fix it in time)

My learning experience was very rough. Having to get help or input on how to solve problems I faced. I had no prior experience with networking, so I have learned alot of new terminology. The development process of the “game” was quite slow due to me having to learn alot of new stuff from the ground up. There are still things I am not happy with how they turned out so I might keep working on the game until I am proud of the product.