

Reflections of Self-Learning Unity 2D

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After I played this game for more than one hour and finally survived for a record-breaking 14 days, I wrote these reflections with a sense of accomplishment. Alright, I won't talk nonsense anymore for lack of space.

I learned this tutorial by 3 steps:

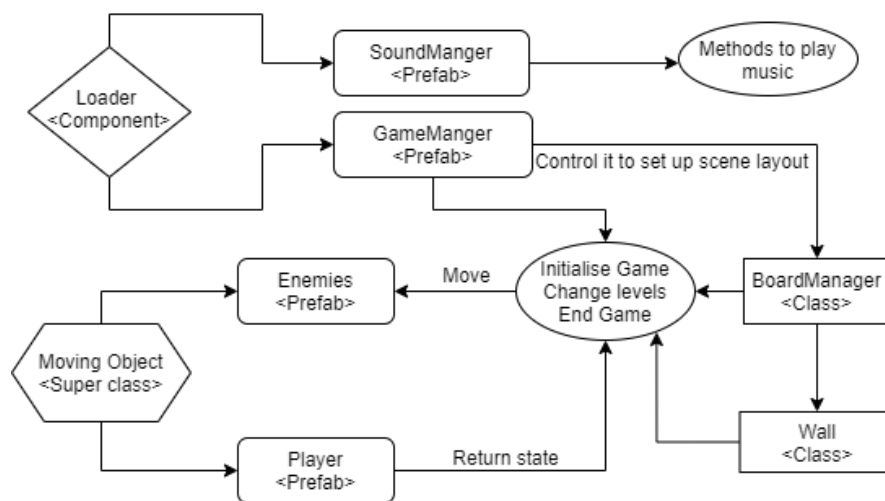
1. Watch the video and copy the code

- Things were easy at the beginning, but I gradually found there were some things I could not understand like coroutine, prefabs. I have to watch some tutorial videos twice or even more and ask Google to help me. Finally, however, I understand these things. I also learned a lot like creating a scene, adding music, moving the player, setting a collider and so on.

2. Reread the code

- I reread the code and added comments to some complex or cool code.
- Then, I treated everything as a whole and tried to understand how each part works (For example, when will the enemy object will be loaded and which script will control it?).

For this purpose, I made a relational graph (*Picture 1*) of this game. I think this part is quite important, it helps me learn about how a basic 2D game is designed and allows me to debug faster in the next step.



(Picture 1)

3. Optimize the game

After I played this game for a while, I found a few game mechanics issues or bugs. For Example:

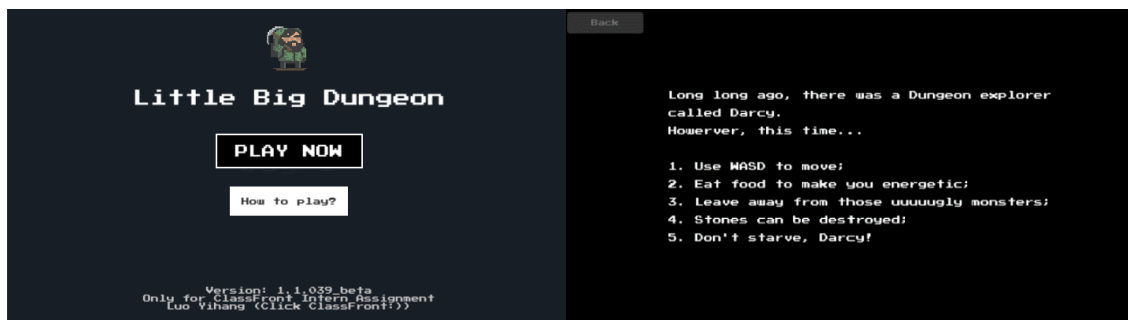
- Footstep music cannot be loaded.
- Players moves too slow, which would cause abnormal decrease in food (a parameter in the game).

To be honest, these bugs seem easy to fix, but I did spend a lot of time on them. Sometimes I need to refactor some code and the game crashed few times in the process.

After debug, I thought this game was cool but not cool enough. So, I added something to it!

- I added a start menu and a tutorial page of how to play this game (*Picture 2*), so it now looks

more like a complete game.



(Picture 2, left: start menu, right: tutorial)

- I changed the map size from 8*8 to 16*9, so it looks better on the screen of computer or mobile.

(Picture 3)



(Picture 3)

- Every five level, I made the enemies can move in a different way which is easier to catch the player, so that player should get prepared and think more when they reach the multiples of five level. (I learned this from Plants VS Zombies haha). This is definitely a good design, because the player has to think about how to jam the enemy with the wall.

Finally, I changed the name of game to Little Big Dungeon and named the player Darcy. In the tutorial, I say Darcy is a Dungeon explorer. In real life, Darcy is also an explorer, an Unity Explorer.

Thanks for Unity to create such a wonderful engine and also provide us with good tutorials. And I also thank Mr. Ben from Classfront for giving me such a meaningful assignment.

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