Development Log: Conclusion

Reflecting on the journey to create the first working level of our 2.5D action arcade game, it's astonishing to see how much progress we've made. Starting as complete beginners, both Brayden and I have developed not only our technical skills but also our problem-solving abilities and creative visions. In the early days, Unity's expansive interface and seemingly endless features felt overwhelming, but step by step, tutorial by tutorial, we began to uncover its potential. Writing scripts, experimenting with physics, and designing interactive elements gradually became second nature as we tackled challenges and refined our approach.

One of the most rewarding aspects of this project was overcoming problems that initially felt insurmountable. Whether it was fine-tuning player movement or ensuring seamless camera functionality in a 2.5D environment, each solution added another piece to the intricate puzzle that is programming. Working closely with Brayden allowed us to combine our strengths, brainstorm solutions, and implement creative fixes. This collaboration underscored the importance of teamwork and communication, as we aligned our ideas and efforts to bring our vision to life. Designing assets and integrating them into the game required a balance of creativity and precision, and watching these elements come together in a cohesive, interactive world was deeply fulfilling.

As the project progressed, my enthusiasm only grew. The more I learned about Unity and game development, the more my imagination expanded with possibilities. I found myself constantly refining our level, adjusting mechanics, and adding small details that weren't part of the original plan. What began as a technical exercise evolved into an artistic endeavour— an opportunity to craft an engaging and immersive experience. I didn't anticipate how much I'd want to keep improving, almost obsessively, like an artist perfecting a masterpiece. Game development has become more than a creative outlet; it feels like a form of living, interactive art that blends control, creativity, and freedom in a way that is truly unique.

The challenges we faced were numerous, but they were also the most enriching aspects of this journey. Optimising the camera view, balancing gameplay mechanics, and debugging scripts required patience, adaptability, and critical thinking. Over time, navigating Unity's vast interface became intuitive, and writing C# scripts, a task I once found daunting, turned into a process I genuinely enjoyed. Each line of code brought the game closer to life, and with every success, my confidence as a developer grew.

Looking back at what Brayden and I have accomplished, I feel a deep sense of pride. This project is not just a milestone; it's a testament to our growth, creativity, and perseverance. More importantly, perhaps the most exciting part is that this feels like only the beginning.

Luke Brighton

22331820

Buckinghamshire New University