

Evaluation

A Penguin's Journey

During the coding process of A Penguin's Journey, I've learned a lot of interesting things thanks to Thomas Brush, such as animating in Spine, designing 2-D landscapes, making a 2-D game feel more alive by adding parallax effect. I've jumped from making a simple game to quite the project and I've quickly found myself quite overwhelmed.

Most notably, the game broke right at the very end. I updated unity to 2018.4.16 version and ever since then the script which handled the sprites for lives under the Player class completely broke down. I've spent quite a lot of hours debugging it, looking at previous done versions and making sure everything is correctly written & linked, however even with the power of google research I was not able to find the core cause. Backtracking to 2018.4.9, the issue still persisted and I was left baffled as to where the core cause really lied. This goes to show that I'm still very novice to coding and even with my limited knowledge, debugging was not quite helpful since I was not aware what exactly I should be looking for.

Moving on, following Mr Brush's tutorials on creating the landscape in Unity, he advised to use double 16:9 ratio, since that would allow the player to move twice the screen size. On paper that is a good way to paint a landscape (and quite easy!), however once implemented in Unity I had to take care of player boundaries, camera following and backgrounds running slightly askew. Clearly I had not taken the correct measurements when painting and this translated in flawed work. Other issue was getting a camera script which would be set at boundaries to work with cinemachine's assets, to which I could not and had to give up and opt to use more "flawed" methods – such as setting the character bounds quite the distance from the edges and blending in the skybox with the edge of the painting I had made.

I learned quite a lot regarding bone rigging animation – the simplest is not always the best. Because my penguin was very stylized (in the shape of a blob), I had a very hard time animating it and getting it to do what I wanted. Even in the end I had to get rid of the animations since I wasn't very satisfied with them and they were way too much for me to handle.

On the other hand, I've expanded my knowledge with commands such as `protect` which groups classes together and does not allow them to be accessed anywhere else other than the class itself. I've also met with `Mathf.Clamp` which calculated the absolutes (min, max) and projected the outcome between them. I attempted to use it as a way to set the boundaries for the cameras, however more practice was required as the attempts failed (multiple times).