

Game 2

# Game Engines Task 4

## - EVALUATION -

BY: Manuel Vassallo

This unit was quite an interesting unit for me as this year was my first-year coding with unity. In the beginning, (especially in the first game) I found it quite hard to figure out all the programming aspects of unity but with the help of our lecturer and other various online tutorials I'm proud to say that I'm really happy with what I managed to do. I'm pretty proud of myself on how I managed to execute the game. My game idea that I decided to create as the second game for this unit was a brick breaker game. In the beginning I was still a bit nervous on whether I am able to create a game like this as it involves a lot of boundaries and physics related coding to it but I'm proud on how I managed to execute it to it. I feel that I have improved and learnt a lot from the first game and it definitely improved on my coding skills for the second game as well.

While creating this game, I have learnt a lot of new mechanics that I think that they will be beneficial for me for future games such as;

- Score System
- Screen Boundaries
- Collision Effects (Particle Effect)
- Object Durability
- Sprite Changes

If I would have to redo this game, I would probably make the background of the game more interesting as the current published game had a black background. This would possibly be achieved by adding a particle effect. I would add a particle effect to the background of the game with a low opacity so that it doesn't interfere with the gameplay.

A similar issue that had re-encountered from the first game was time management. I feel that I have improved a lot from the first game as I started planning for this game from the day we submitted the first game assignment but I still feel that if I managed my time better, I still feel that I would have improved the game. Better time management would have lent me more time to play test the game and improve the game in some certain aspects. This would have also given me enough time to create more levels to the game as the current published game only has 3 levels. This could be easily done by future updates to the game. By saying all that, I'm still quite happy with my finished outcome for the second game.

Even though this was my second game that I created on unity, at some parts I still felt that I didn't have the knowledge to create some certain mechanics of the game and that was another issue that I encountered during this game. This made me look up for tutorials on how to create certain features/mechanics but in some certain cases there was no tutorials to follow so I ended up scratching some ideas and in some cases I tried to create them from my knowledge.

Thanks to this unit I have learnt a lot on how to code with unity. In the beginning I was a bit intimidated on how to code with this elaborate program but from this unit I feel that I have gained the necessary knowledge on how to create a basic game on this program. I'm planning on practising this program more so that issues that I found during the second game would not repeat themselves.