

Game Engines Task 4

- EVALUATION -

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As this year was my first time ever coding with unity 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, It wasn't easy and even though I had to restart back from the beginning a couple of times I'm still very happy that in the end I still managed to execute the game 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
- Scrolling Background
- Player Movement

One of the main things that If I'm able to redo this game I would fix is the part in which the game keeps the same background in a loop. If I would have to redo it again I would make it in a way that the background trees scenery would change the color as the player progresses through out the game.

One of the main Issues that I faced during this game creation process was time management. I want to have a much more efficient time management for my next game in which if I'm able to do so it will help me to play test the game and fix certain issues that I might run into. Still, in the end I'm still quite happy with my finished outcome for the first game.

Another main problem that I faced during the creation of the first game assignment was the lack in knowledge on unity and coding as this was my first time using this program, after a lot of tutorials and help from the lecturer I think that I made a good job.

I'm really looking forward for me to start working on my second game, I am going to make sure that I'll try to fix the problems that I found during the making of the first game so that I will have a better outcome for the last game of this semester.