

EVALUATION

This project provided interesting challenge for us since our knowledge in unity was quite limited. The final outcome came out far different than what we planned originally. At the beginning we wished to make a 2-player bullet hell where the players can mess around in the main menu, but due to various obstacles we did not managed to incorporate the two ideas and were forced to abandon the second player for the sake of the assignment.

Another two shortcomings that we faced, were an awkward player movement and the options being a pop-up in the main menu which greatly limited the places where we could include it.

On the bright side we did manage to make a store system which was though to figure out and maybe not the most optimal way to do it in terms of coding, but it still does its intended purpose. Additionally, the gameplay works quite well and the particles, camera shake, and audio effect just added enough flare to keep it from feeling unpolished and basilar.

For the future both of us would love to continue study unity and hopefully get better at it. On top of that we wish to continue to work on this game even after this unit ends since we felt that we could have added more features, and possibly attempt to incorporate the original features we abandoned.