Mark Busuttil

B.A. Hons. in Game Art & Visual Design
Task 4 – Evaluation

COLOR SWITCH

Evaluation

In this task I was required to recreate an existing game, with as much similarity as possible. After searching for inspirations, I chose the game 'Color Switch' by *Color Switch Phoenix LLC.* Along the years since its launch Color Switch has had a lot of game modes added to it. For this replica, I wanted to recreate something close to the original game.

This was not my first-time using code or Unity, but it was my first time using the C# Sharp language. I noticed that JavaScript and C# Sharp have almost nothing in common as a coding language, and this made it a bit challenging to get use to. I found it very helpful that before I started coding this replica, that as a class, the lecturer showed us the basics of C# Sharp by replicating Space Shooter.

When it came to recreate the game I had chosen, I did some research on the mechanics of the game and this helped me code the majority of the game. Although there where some parts that I found it hard to code or the code resulted in an error I managed to fix it myself and sometimes with the help of my lecturer. Reinventing the assets of the game was a relieving, as the game does not feature complex assets but simple vector 2-Dimentional shapes.

From the final game I would have added more detail in terms of UI, if I had much more dedicated time for the UI as I found it too basic. A problem that I encountered a lot was, that the Game Over and Pause Menu Screens were not loading when I was play testing the game. I managed to solve the problem with the Game Over scene but after that the Pause Menu stopped working. Due to the time that this happened, I could not figure out why this problem was occurring. As a result, I chose not to add it in the final game as I feared that if I continued to try and fix it, it would result another error to happen.

As an overall game I am really pleased with the outcome of the game as I manage to replicate the core of the game, with all the gameplay mechanics working.