JOJO'S

復讐オン
ハイテーブル

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

Evaluation

For the second part of this unit, I was required to create and code a game from scratch, using the Unity Engine and C# Sharp as the coding language. Unlinke the first game I did this semester, which was to replicate an exsisting game, I found it a bit hard to create and combine scripts to fit my game plan. The CRC cards on the other hand helped me plan out my what I need to create the basic base of the game.

When it came to creating the game in Unity, I found a 2D Player Controller and Parallax Camera scripts that where provided by Unity, which helped me a lot and saved me a lot of time for me to do other important scripts. For this game, since all of the assets were custom created by me, I wanted to try something new with the character assets and I wanted to animate my characters using Anima 2D.

I have encountered a lot of problems from scripts not working to some of the UI canvases not looking how I originally wanted them to be. this lead to som of the functions I wanted originally to not be in the final game. Something I had to change is the function for the character to shoot. I originally planned for it to be the leftmouse click but i had to change it to another key ("w" key) from the keyboard because it was over-riding other inputs for example when the pause menu was being displayed, none of the buttons worked when clicking on them.

Another problem whitch i encountered was the User Interface of the game. After looking at everything to try and fix this issue, I came to the conclusion that this was happenening because of the settings i had chosen in Cinemamachine. In order for my game to look how I planned, I had to use the perspective view so that the par-allax scrolling would work, and since the camera was changed to perspective view, somehow this also effected the scene's canvas. I tried to fix it but the only way that the UI will show in the scene is to move the UI out of the canvas. I also tried to set the canvas to scale with the screen but that also did not work. As I continued to try and fix it, some other problems where emerging and I was wasting a lot of time. A problem that occured while I was tying to fix the issue was that when ever I tried to testplay the game and shoot the Unity scene was pausing automatically and I did not know what to do or how to fix it, I tryed searching for solutions but none of them worked.

Some of the problems took a lot of time and I simply could not find a solution. I also tried asking my collegues for help but they did not know how to solve the problem either. I am very frustrated that I could not finish my game to how I envisioned it to be.