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In this project we decided to go with a side scroller. The development process was this game was well planned before because my team and I had organized the development roles well.

My role in this game was to create the:

- Mechanics
- Enemies
- Puzzles
- Fix bugs
- Find Sprites
- UI
- Health Mechanic

When creating the mechanics I found I few issues that had a small impact on the game. This includes the Grounded script and Empty game object which is not always indicating well if the player is grounded or not. Due to this, it will not show the correct animation and in some cases such as the slanting ground, player does not jump but apart from this everything worked out fine.

Some issues that I had encountered was with the work, that my colleagues created was that a lot of colliders where on the same object but that was rectified instantly. Another issue that I had encountered is that I did not know the *standard* components that where needed for the UI, therefore resulting in some difficult situations but when we talked with our lecturer he had stated which is needed and this was solved.

When coming to create the enemy, I wanted the player to collide with the enemy from the top so that he could kill it, but if the enemy would collide with the player from the sides, 1 heart will be lost therefore getting closer to death. This was created with an empty object on the top part of the enemy and used that object as the collider.

Some things I want to improve for future projects are my experience in this engine and explore other features found in Unity.