

# KittyCoinAdventures

## Summary

Our game „KittyCoinAdventures“ is a part Clicker, part Idle-Game where your main goal is collecting KittyCoins and acquiring new cats as well as cute accessoires.

## Members

Felix Steinhauser	fsteinhauser100@hotmail.com
Timo Huter	hutertimo9.8@gmail.com

## Links

Our GitHub: <https://github.com/NekogamiDE/KittyCoinAdventures>

Our Blog: <https://github.com/NekogamiDE/KittyCoinAdventures/discussions>

Our Screencast: <https://youtu.be/QakblSCPE1k>

## Timetable

Name	Week #1	Week #2	Week #3	Week #4	Week #5	Week #6
<b>Felix Steinhauser</b>	-	-	-	-	24h	26h
<b>Timo Huter</b>	-	-	-	-	24h	30h

## Learnings

### Time-Management:

Due to our - compared to other groups – very limited time frame to complete the project, we have made a lot of experience working under stress and keeping our work strictly goal-oriented.

### Programming with Unity:

We’ve also gained a lot of experience using Unity, as we were both new to game development and took some time to get acquainted with the way Unity works. Once we understood the overall mechanics of Unity, we understood the immense help the engine can be in game development aswell as the possibilities it enables.

### Testing and Debugging:

Though Unity definitely has its perks, we’ve also had some issues with it, especially regarding features that do not work the way they were intended. The low-/no-code user interface of Unity greatly speeds up and simplifies development to some extent, but being able to keep an overview of everything when switching between UI and code was a challenge at times, especially when there is a lot of cross-referencing.