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

Our Final Presentation:
https://github.com/NekogamiDE/KittyCoinAdventures/blob/main/Pictures/KCA_FinalPresentation%20(1).pdf

Timetable

Name	Week #1	Week #2	Week #3	Week #4	Week #5	Week #6
Felix Steinhauser	-	-	-	-	24h	31h
Timo Huter	-	-	-	-	24h	35h

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 aquainted 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 possibilites it enables.

Testing and Debugging:
Though Unity definitely has ist 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.