

Ball Game

Unity Ball Game made by Eddie Piña.

Contents:

Overview.....	2
What should we look for in your project?	2
What are you most proud of?	2
What could have been done better?	2
How much time was spent on each section/ task	3

Overview

This is a simple game. You are a Ball, rolling around the world. You need to earn coins, and complete the levels. But beware! There are some corrupted balls in the area.

What you should look

A simple but good game, with platform mechanics and two levels that will provides you good moments. And most important, learn how I made this game with a clean and understandable code.

What are you most proud of?

You can read and understand what I do on the development of this game. Adding comments and easy ways to make a good gameplay to obtain the best CPU and memory consume.

What could have been done better?

Maybe the jump system, adding more conditionals like 'isJumping', just to make sure the mechanics will be working fine.

How much time was spent on each section/ task.

- Ball Controller: 1 hour.
- Jetpack Mechanic: 2.5 hours.
- Enemy Controller: 1 or less hours.
- Levels: Less than 1 hour.
- Optimization and Code revisions: Everyday.

This is a game that I could have been done in 1 or 2 days. But for a best mental function and other things, I was adding one mechanic or system each day.