Sugar Cube

TASKS4

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Task 4

Evaluation

In this evaluation I will be discussing the ups and down we went through in order to produce the game Sugar Cube. Sugar Cube is a simple 2D game, created with Unity, where the scope of the game is to survive, meaning without falling off or touch the enemy, by jumping down to randomly spawning platforms, that some carry a power ups which will give the player a speed boost for a few seconds.

Producing the game was quite the experience as we encountered some GitHub issues, coding issues including the 2nd power up that should've been in the game but wasn't due to issues we couldn't resolve as a team.

Overall, we got very good feedback from our own classmates which mostly liked the game and thought it was "interestingly addicting". Someone also added that despite being a simple game the fact that it made him try again and not fall off the platforms made him very intrigued.

However, for future updates we were thinking to polish the artwork a bit more, add more animation without having too much going on on-screen since the camera moves on its own, and finally we will find a way to implement the 2nd power up as there is always room for improvement.