|  |  |  |  |
| --- | --- | --- | --- |
|  |  | Patric Nord Prosses Assignment |  |
|  |  |  |  |

**The game I'm going for it is a** ***shooter/Shoot-em ups.***

Game design is going to be a simple dome and bringing in a see-through glass, nothing over the top but enough to place you in the feeling of a top-down Shoot-em ups!

It is my last day and in hindsight it was fun to work with the project and would really like to keep working on this going forward, really got some ides from this assignment and would really continue working on this in my free time

I got the understanding that using networking is hard but brings everything that already exists and only has Network as it’s call function, since it is the first week in which I played around with what I wanted in my fundamentals and in the first list of many issues brought up Null Exception was only the first one..

Also got a slight weird feeling with the controllers whenever the combination of “AW” follows up with “DW” was used, could be a simple transform. Translate update function needed but that is not as high on the priority list as getting host and join buttons to work accurately.

Cornilius helped me finding a working solution updating the Tickrate during play and looking back I should recognized the issue sense I got an IT background, and it is like Transport Layer in respect.

Got Host and join buttons to work, even got some technical stuff working. Still got null Ref when instance the player, the main thing was cozy of the way I placed a reference that the c# didn't like, and the only solution was to make slight change to the name of the code, made a spelling error that changed to something else and I didn't see it in time.

Finding issues implementing! I worked from home quite much and that gave me more freedom to get a working flow together with my diabetes and greater calming working environment, do my work was in the school I used a lot of the time my Discord to document and use my findings and sometimes I could bring the work to school and find issues with how it works in a network coding, sense the networkbehaviors wanted to behave special during event calls and function calls and a lot of trial and error was made with networkbehaviors instead of what I'm used to called Mono-behaviours.

Last day found out that chat function must be more expanded on. So, I was about to spend my last day refining the re-playability and make it “Fun” but on my way to school I read the assignment, and they mention how there should be a chat function. I was thinking minimalistic and only have a hello 1&2, but as I soon found out it should have been more of a party system where messages could be sent to one another. Put everything else on hold and only worked on the chat function and nothing else, my workflow was crawling since I had a small grasp of what I was putting myself in to, but from the lecture Cornilius had given me a solid game plane to go with.

Messages works. Skipping forward in time to last hours of assignment day, and I have been working my ass off trying to figure out why my messages did not get sent! In the hierarchy the messages were sent but showed up somewhere else entirely causing frustration and re-wright of the Intier code files... Spent better part of the day trying to figure it out. But during the night at home, I got it to work from a YouTube video at my home pc. I exported the everything from main screen to the actual scrips done at home, so if you get confused with what scrips done what... Read my finalization!

***Retrospective:***

The scripts use is in Input, Multiplayer and Player. Can also find network Manager script in the scrips folder, the controller got almost done, the controller concept is in their but as time went in to dust so the key binds present is as follows ***“Arrow”*** layout and ***“AWSD”*** for looking around,

***“G”*** for random enemies spawning, looking back i should of simply added it in from the start and make them spawn randomly by them self, but i was playing around too much and i can only blame myself.

***“Spacebar”*** is the shoot button, never got around finding a way to get the other player a button to use for shooting nevertheless I want to continue this on the side

I learn new ways that Networkbehaviour can and should be used. Super cool to have Cornelius teaching us how it is done and hopefully it will comeback to help in the future