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Final Report

Unity Game

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# Expectations and Goals

At first, the project revolved around making a few smaller game projects, so that I could learn the basics of discord. Later on, I was tasked to conceptualize and create a relatively big project.

I always thought to myself, if I were to make a game, it would be like older 2D Zelda games. So, for this project, I went with that idea. ´

As combat seemed really hard to tackle for my very first game project, I decided from the beginning to take a simpler approach to combat. Rather, I wanted to focus on interacting with the game world in different ways.

At this point, my goals were clearly defined. At the end of this project, I wanted to have a game demo that has movement and camera similar to 2D Zelda games, in which you could push some objects and activate switches, as well as have a simple attack.

# Successes

I can confidently say that the project was a success. In my eyes, I was able to reach the goals that I wanted to do and on top of that, I was able to create a small website.

On top of that, I included a lot of features in the game that make it a better package. An example of that would be sound effects.

Even though, they were some problems during coding, that wasn’t really anything out of the ordinary. With enough time, I was able to get the functions of the game exactly the way that I imagined they would be.

As for bugs. I can’t say for certain there are no bugs, but after doing extensive testing, I wasn’t able to find any huge bugs.

# Problems

Yes, there were some minor inconveniences during my whole work experience, but only one was a bit more notable.

When I was doing the boxes, I encountered a bug that I didn’t know how to fix, but with some quick help of the project supervisor, I was easily able to get it fixed.

Also, it took me a bit longer to get the moving object function to work without problems. Still, even that didn’t cause any real delays or time losses.

Aside from that, there wasn’t any huge problems that I ran into.

# Research

Unity and game development in general are entirely new to me, so I had to do a lot of research. Luckily, Unity is a well-documented game engine. Both, from the community and official side.

I mainly figured out everything by looking at the official documentation, but there were cases where I watched a lot of YouTube videos too. Sometimes, I found my answer on Stackoverflow.

I learned the basics of the engine from watching a tutorial series by Jason Weimann. That tutorial series was linked to me by my project supervisor.

Almost all of my graphics and sound effects were downloaded from a website called OpenGameArt.org. There users offer free-to-use game assets.

# Website

The website was a much more compact job, than the rest of the project, but that doesn’t mean it was little work. It was quite a bit of work, in fact.

However, I made such good experiences with Svelte and PHP in my last project, so I decided to do that again this time and it was definitely the right choice.

Even though it was quite some work, nothing was problematic. Everything went incredibly smooth.

The biggest successes in the website for me personally was that the PHP backend worked so well and that the visual interface of the website looks so simplistic and nice.

# Summary

This project went exceptionally well. Considering it was a totally new subject that I went into, I am happy to say that I now know the basics and can make many more Unity game projects.

The end product met all the expectations that I set for it and I can definitely say that I’m happy with my result.