This work experience had 3 main areas of work.

The first and biggest was the game, the other two were project management and a website.

At first, I was tasked to do some practice work with Unity. Basically, I had to do a few very small game projects to learn the basics of Unity.

After that, I started work on my main game, which was a 2D game similar to older 2D Zelda games.

Among many different areas of work, for example tile maps, sound effects, simple UI elements and such, my main goals were to create a camera that is close to that in the 2D Zelda games and to create some core gameplay elements that could be used for puzzles.

Everything in Unity was new to me, including the C# language. Luckily, I got used to the development environment very quickly.

From the core gameplay elements, the attack and pushing objects were the hardest to implement.

The attack gave me trouble with the hitboxes, so redid them a few times.

After quite a few attempts I was able to get them the way I wanted them.

The harder part was to program pushing objects.

There was a bug that caused the player to get pushed back while pushing in specific angles.

With some help of supervisor Henri, I was able to get the bug fixed.

From my hour list, I can easily tell that unsurprisingly the game was the most time-consuming aspect of this project.

Followed by the project management and then by the website.

However, those still took some time, but planning out my time well, helped me to not lose track.

Because of my good experiences using the combination of a Svelte frontend and a PHP backend, I decided to go with that again for this website.

My goal for the website were simple, but still took a lot of work to bring on screen.

I wanted the user to be able to download the versions of the game that I released and to leave feedback, if they choose to do so.

I uploaded the files to MediaFire and then inserted the link into my database.

From the SQL database, I displayed the downloadable game versions and feedback on the website.

Lastly, I have to say that I went into this project with a high interest, as I am a fan of video games. I was happy that I found my way into Unity’s functions so fast and that I was able to learn a lot about game development.

In my opinion, I was able to deliver a very good overall end-result for this project.