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Reflection: Data Design Micro-Project 1

Intention

The initially intention was to build a game that is inspired by Plants versus Zombies. However, aesthetics was not the focus for the project. This game's main objective is that each player needs to keep their plant alive. They each get lives that starts at 50 points. The game play will start with the first scene which will show player one's first turn to play. Player one would then see bacteria elements falling from the top of the screen, player needs to move their plant using the right and left arrows or A and D keys to avoid getting their plant from being infected by the bacteria. If the plant gets a bacterial infection, its player life will decrease by 10 points. Rain droplets will also be falling from the top of the screen, the player is given 30 seconds to collect as may raindrops as they can as it increases their plant life points. After, player one's turn, then a new scene will load, and it will be player two's turn where they will be required to do the samething. The game will take record of both player's points and the player with the highest lives wins.

Process

I first started with trying to get the bacteria and rain spawning at different times. The bacteria's respawn time was faster than the rain droplets respawn time. I had done this because I wanted the player to have a sense of urgency to not get their plant infected and move as fast as possible to avoid the bacteria elements during gameplay. The rain respawn time was slower than the bacteria one which means a few droplets were coming down. This respawn mechanic worked well. I then moved onto getting the score system running. The bacteria would make the player lose 10points when it collided with the plant and the rain would increase plant life by 10 points during its collision.

The process then moved onto creating the two scenes, this is where a problem was encountered. Preserving or carrying data through scenes could be done in three different ways according to Quill18creates on YouTube. These three different ways are PlayerPrefs, static class data and DontDestroyOnLoad. However, due to a lack of time I was not able to explore these options and choose the one that worked best for me.

I, then decided to make the two players play simultaneously on one scene instead of having two different scenes for each player. In that way, no data is being destroying during a new load of scenes. The game play remained the same and the player with the highest score wins the game after timer is finished.

Reflection

I know this is going to sound generic and very typical but if I had more time, I would've learnt how to properly preserve data through scenes. This was the main learning objective for me in this micro project. One mistake I made was to undermine the duration it will take to make a micro project. I guess starting a project two days before its due is definitely not the way to go.

1. https://www.youtube.com/watch?v=WchH-JCwVI8