

Reflective PDF – Ian Perez Bunuel

Throughout this project I learned a lot of new things. The main ones I will be talking about are static variables that can be used across different classes and how knockback can be coded. I will talk about these 2 since they seemed like the most important to talk about, since without them the project wouldn't have been possible.

Static variables were used in a variety of different situations, these were, different scenes, equipping attacks from the shop scene and currency being passed through scenes. These static variables allowed me to equip different attacks and check which attack is currently equipped in that slot for example. It was the main component in the attack system.

The attack system was the hardest part I had to work on in the project. This was because I had to find the attack that was equipped to a certain slot and use a lot of switch statements and functions to get it working properly and be able to work with any attack I give the system. There was probably an easier way and more compact way to do this so I'm hoping in the future I'll know how to do it.

The knockback for when you hit the sandbag was a challenge at the start. I do feel like I overcomplicated the angles that it can be launched at but besides that it works very well. The way I got knockback working was by passing through the angle of the attack the sandbag was hit with and then getting the direction it should be launched in. I also passed

through the amount of time it should go in that direction before decelerating. This was very fun and interesting to work on.