**Assignment 4 Documentation**

Prior to this course I had never used C# or created a fully fleshed out game in unity. Having some prior experience with creating models and applying shaders I had a fundamental view on the artistic aspects of these features but never how they worked at a fundamental level or how to use these designs to enhance my game development process. The module on camera design opened my eyes on how to use multiple cameras and create perspective toward creating a game and how much perspective adds even to a simple 2D game. The lighting module proved the most interesting to me and showed how to both create lighting structures in unity and how to adapt them to gameplay needs. What I will take away from this module will be applied to later 3D models I create and or sell for a popular VR game known as VR Chat. The AI chapter helped further in the creation of my slime AI’s where I learned basic subroutines for them to patrol and chase players as they traversed the 2D landscape. Finally, the animation module further provided useful tips on how to cleanly create Animation clips in unity that I applied to the player, enemies, and light sources.