*I confirm that the code contained in this file (other than that provided or authorised) is all my own work and has not been submitted elsewhere in fulfilment of this or any other award.*

*Signature:* Ruari Joshua McGhee

## Ruari McGhee – S1432402

## Computer Games (Software Development)

## <HTTPS://GITHUB.COM/RUARI026/WGE-2019-COURSEWORK>

Working with Game Engines Coursework: Report

# Scene 1

*Report - Give an overview of the scripts used to implement this scene. This should include explanation for important methods and variables used. You should make special note of how events are used in the scene and the communication between scripts. Describe what software design patterns have been used, and how these are implemented including the script or scripts involved. You should also discuss any sorting algorithms used and their operation.*

## Events

## Communication Between Scripts

## Software Design Patterns

# Scene 2

## Part I

*- For this scene, aim to describe what techniques and software design patterns you used to control the camera and make it follow the player. Have a look at PlayerController2D.cs and PlayerMovement2D.cs used for the 2d platformer character, can you describe what techniques and software design patterns were used and why they are suitable (or if you even think it’s suitable)?*

### Camera Controller

#### Techniques

#### Software Design Patterns

### Player Controller

#### Techniques

#### Software Design Patterns

## Part II

*- Describe the structure of the dialogue file you loaded in the scene. You should use a diagram to describe the DOM for the file. You should also describe the dialogue editor, it should read like a tutorial which explains to the reader (i.e. a hypothetical developer) how to use it. This will be judged in how easy it is to follow for the tutor for when they try to re-create the conversation shown in figure 1.*

### Dialogue File Structure

### Dialogue Editor Tutorial