# 2D TILE-BASED GAME

BY ▮▮▮▮▮▮▮▮▮▮ - ▮▮▮▮▮▮▮

# THE PROJECT

- Make a 2D Tile-Based game in Unity C# which utilises pathfinding.

- Setup and integrate classes which can represent unit types.

- Create an Artificial Intelligence which can be pitted against the user.

- Display relevant information to the user in a coherent manner.

# THE RESEARCH

- Similar material: computer games, board games, concepts.

- Algorithms: Artificial Intelligence, pathfinding.

- Software: Development platform, asset creation.

# THE PROBLEMS

- Susceptible to 'null-reference' exceptions.

- Missing database.

- 'Infinite Loop' crashes.

- Instability.

- Lack of useful information on User Interface.

# THE EVALUATION

- People who took part had a history with gaming.

- Many people enjoyed the concept presented.

- Most had problems with the functionality.

- Feedback from the product was not clear to them.

## Did this game function properly from start to finish for you?

Answered: 7    Skipped: 0



Stuck on enemy turn.
4/24/2017 1:50 PM    View respondent's answers

Tanks stopped firing and decided to become Leeroy Jenkins
4/23/2017 8:20 PM    View respondent's answers

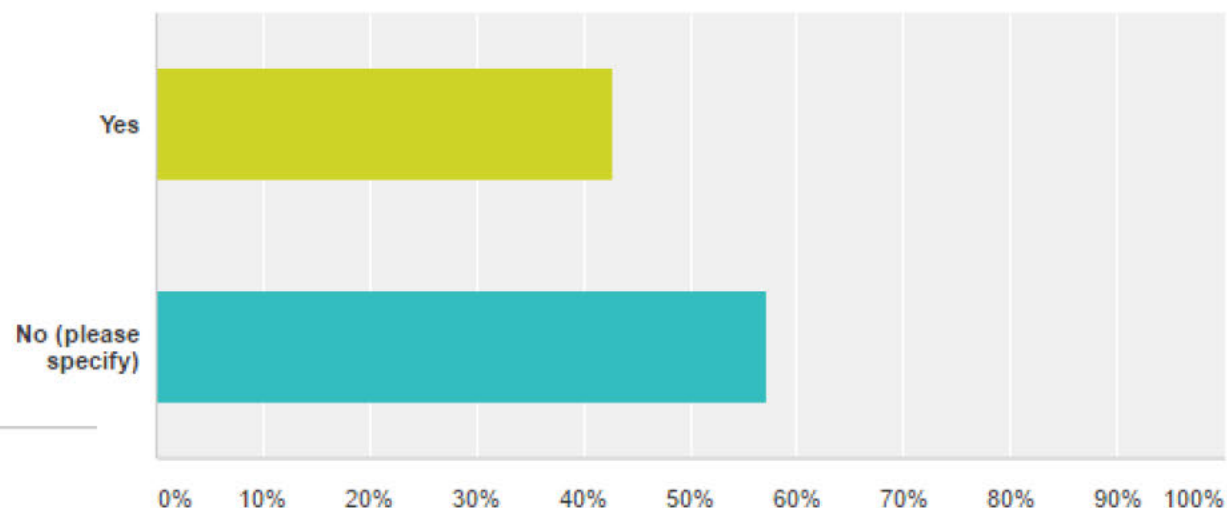There were a number of bugs experienced throughout player experience
4/22/2017 8:25 PM    View respondent's answers

menu button broke, my pieces could move when they weren't supposed to, and i lost the ability to fire back
4/22/2017 8:24 PM    View respondent's answers

# THE CONCLUSION

- Glad to expand knowledge on Artificial Intelligence.

- Applied knowledge learned over the course of 3 years.

- Learned valuable lesson on planning.

- Overall, unhappy with product, happy with concept and self-improvement.