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Game Design & Interactive Media

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Spring 2019

Final Project: Postmortems

1. What went right?

What went right was most of the movement code and the scene translations. The animations (some of them) also looked smoothly. The code in my attack script for the most part works as the characters can attack with the hitbox spawning.

2. What went wrong?

What went wrong was that I didn’t know where to start coding in my script. Because of this, my scripts look messy. In addition, since there are many different forms of processes to manage the scripts, it can be inconsistent to use these processes if you don’t understand how Unity works.

3. What I learned from the experience?

This project showed me the process of game design… And it is very difficult and time-consuming. You must understand what the program (in this case, Unity) can do. Otherwise, you can get stuck making your projects. The best idea is to work with the program on your own time to understand it. In addition, if you are new to a game development program, always start small, for the sake of understanding the program. If you start big, you will be stuck with the program in many cases.