My game was a tank game similar to the Wii Play game Tanks where the levels progressively got harder and different enemies would appear the higher the level. While I did not implement different enemies into my demo, I did have a functional AI where the enemies would not run into the rocks and other objects around the map. My initial goals were to have multiple enemies that can move and shoot, a pickup that both sides can use, have a level system to allow for future updates, and a ricochet mechanic. I was able to implement the first three but chose to not implement the ricochet mechanics as it was very difficult to reproduce in testing. I created scripts, coding files, that allowed for the enemies to not run into any objects and allowed them to shoot if the player was in a 45 degree arc in front of the enemy. The arc degree was chosen to allow for different approaches to the challenge of defeating the enemy tanks. For the pickup that both sides can use, I decided to make a landmine to add some difficulty and necessity to avoiding them to make the combat more intense. I decided to make the landmines do 50% of the tank’s health to make there be strong consequences without outright killing the player. Since the project I started with had a level system already implemented, I chose to have the text be rewritten to be clearer to the player. For the ricochet mechanic, I had implemented a semi successful version of it, but I struggled to recreate it after playing the game more than one hundred times and likely over one or two hours of practice within the game. From this, I figured most players would be unable to see the mechanic and I had a bug where the rear 20 degree arc of all the tanks was invulnerable and the tanks could not be hit from that direction. I instead decided to make a system where the game would not start until a key was pressed as the game would simply loop over and over with the enemies moving whether there was a player at the game or not. This allowed for an unlimited amount of time to pass before the game would actually start to allow the player to get ready or for a new player to sit down and be ready to play the game demo. These goals made the medium I chose very clear since Unity has a function to make the game into an executable file without having the user be subjected to the developer side of the Unity engine. The ability to play the game also allowed for features, like the waiting for a specific key input, very worthwhile and allowed a similar experience to an expo at a game convention. I had to adapt any issues I had with the code or engine to allow the game to function properly. Since it would be a playable game, it required all code and interactions to work mostly correctly, with exceptions made for extremely rare or unforeseen cases. This was a necessary distinction since my closeness to the game would impact my ability to break the game as a new player would. I thoroughly enjoyed the creation process due to the relief and sense of accomplishment when having major parts of my game come together and work correctly. However, the most fun was watching others play and enjoy the game. I had become too close to the game to determine whether there was too much or too little challenge. I also was unable to tell if the gameplay loop for the demo was entertaining and something that, if this were a game I would publish, potential customers would want to buy if more features and a longer overall gameplay loop was created. The least fun aspect of creating a game was the time spent staring at code for several minutes or hours thinking through the code and questioning why it was not working. This happened several times, but I know this is how programming is due to previous experience with other forms of programming assignment. Another aspect I did not find fun was the repeated testing in the engine and having no progress made when I created changes in the code or on the objects within the editor. I also understand that this is part of the experience and I know it is what makes completing the smaller steps feel so good. Overall I am happy with the work I created and feel as though I have learned a lot from this experience. I feel that I am better suited to start designing and developing a game with my friends.