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Iditarod 1 Challenge

CS 480 Game Dev

3/30/20

Post Mortem

What went Right

What went right with this game was getting the player to move, getting the camera to follow the player, and designing the levels. Getting the player to move was simple to implement thanks to Unity and getting the camera to move was accomplished after watching the series of YouTube videos that I shared on discord. The tricky parts were the level generation and loading levels. The 2-4th levels were tricky because Unity doesn't allow for a simple way to subdivide you cube the same way that a program like blender does. The way I designed the broken floors was I first had to make 160 squares that fit the dimensions of one 20x200 square, then I deleted unwanted squares. I created four rows and decided to make a prefab of them so making the floor could be faster. Then I had to move single squares to get the desired look. Then getting the lights to work was about knowing the correct settings. This almost needs to go in the "what went wrong" section because not all the lights are on in the game. Getting the level transitions in the game work as well, all thanks to the YouTube videos as well.

What went wrong

The big thing that went wrong is that I couldn't get the moving axe working. I got it to swing from the roof but it did nothing when it hit the player, which makes sense because it was a static object and they can't detect collisions. As stated before, not all the lights work so there are places that are not lit up.