Task 4

I decided to create a game called Bubble Struggle. I was not confident enough to do the game on my own, so I thought to follow a YouTube tutorial. I chose Brackeys tutorials because he does live stream videos and he tends to explain what he is doing better than other tutorials.

First problem I encountered was, that my player's pivot had to be set on the bottom, but it did not. The guy in the tutorial explained it quickly and it worked for me. Because I am still not use to Unity, I could not figure out what the problem could be. After long analysis I realized that my tool handle was on Global and not on Local. When I changed it, it started working properly.
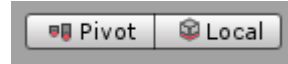
Another problem I had was to figure out how to make player win the game. I wanted to add the win because in the tutorial the game did not have it. After a long struggle I got advised that I should use a counter and count the amount of balls there are in the game. Then decrease the count and when there are no balls left, game restarts.

In order not to make the silly mistakes again, I need to practice more. I need to learn how to structure the game and how it works, before I start programming, but that again comes with practice.