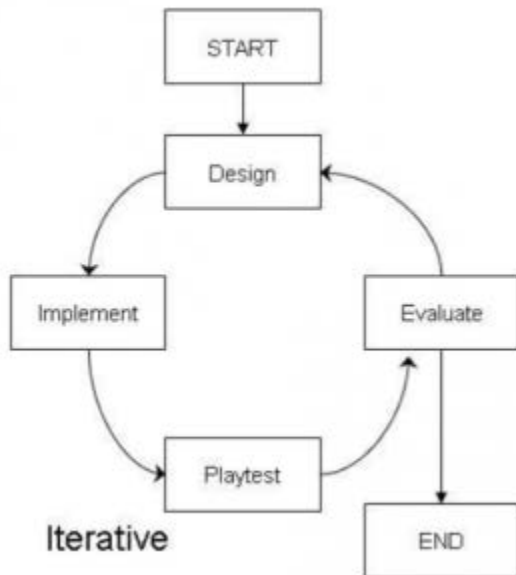


## Task 1

I created this game with the help of a tutorial by Brackeys. The link to his tutorial is:

<https://www.youtube.com/watch?v=4jGVesn7O4g&t=4269s>

To prepare for this game I decided to use Spiral model in action.



**Design.** I knew that I need to create the boundaries (walls), player, chain and the balls. Player has to shoot the chain himself. Chain splits the ball, and two more balls appear. The sizes of the balls gets smaller and smaller.

**Implement.** I was trying to develop the the design I planned in design phase.

**Playtest.** I am playing Bubble Struggle to make sure that there are no bugs.

**Evaluate.** During programming I had some problem with the chain, it was not shooting from the middle of the player. I also decided to add more visual as the game in the tutorial had barely any.

<b>Ball</b>	
<b>Properties:</b>	<b>Type:</b>
startForce	Class Vector2
nextBall	Class GameObject
rb	Class Rigidbody2D
<b>Methods():</b>	
Start()	This method adds force to the first ball
Split()	This method spawns the next set of balls

<b>Chain</b>	
<b>Properties:</b>	<b>Type:</b>
player	Class Transform
speed	float
isFired	Static bool
<b>Methods():</b>	
Start()	This method sets fire to false
Update()	This method sets fire to true and shoots the chain

<b>ChainCollision</b>	
<b>Properties:</b>	<b>Type:</b>
counter	int
<b>Methods():</b>	
Update()	This method reloads the scene if there are no balls left
OnTriggerEnter2D()	This method decreases the amount of balls by 1, when chain touches the ball

<b>Player</b>	
<b>Properties:</b>	<b>Type:</b>
speed	float
rb	Class Rigidbody2D
gameOver	Class GameObject
start	Class GameObject
tutorial	Class GameObject
lost	bool
isStart	bool
movement	float
<b>Methods():</b>	
Start()	This method sets all GameObjects and properties to their starting point
Update()	This method moves the player horizontally, loads GameObjects, when the player starts playing and when the player loses, he restarts the game
FixedUpdate()	This method sets players movement at a fixed interval
OnCollisionEnter2D()	This method freezes the screen when the player losses, loads the GameObject