Upon coming to the end of this semester, I am proud to say that my research strategies have greatly improved. I would, of course, be remiss to say that they needed to for me to even pass. There are so many things that I needed for my game that were never touched on in the Unity book nor discussed in class. I understand it’s hard to teach things that will be relevant for every single student, given the varied game ideas we all have. I cannot help but wonder if groups divided into game genres or types at the start of the semester would be more helpful, so students can learn and grow with their peers who have similar game ideas.

Nevertheless, the biggest boon to my research was from the countless YouTubers who have channels dedicated to teaching how to do certain tasks in Unity or C#. Were it not for them, I would be in the dark. The Games by Tutorials book we followed, despite its shortfalls here and there, was also quite useful. It also takes a decent amount of time to learn how to word things properly when you google search as well.

I plan on taking this upcoming winter break to spend more time exploring Unity tutorials, either through the Unity Asset Store, or through YouTube. There are so many resources out there that I wish I had the time to play around with, and this break will be the perfect time to do so. My thought process is the more types of games I do tutorials for will give me more references to look back on when I get stuck or troubled in the future.