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 genre’s 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 help I found with 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.

Lastly, my peers, specifically the student mentors in the labs on Friday and Saturdays, were invaluable. If it weren’t for a handful of them, I would ultimately be lost with doing research and finding answers with my game.