Technical Report

**Game Programming Project – Technical Report**

|  |  |
| --- | --- |
| Name | Low Tong Ee Thom |
| ID | 2202423F |
| Class | P03 |

# Q1: Code Refactoring

**Refactoring 1**

|  |
| --- |
| What is the rationale for this factoring?  *Answer why did you choose to refactor this? Is it to make your code clean, or to improve performance, or make it more readable?*  The first refactoring I did was to separate the states in into different scripts      There are 5 different types in one script alone which can be quite annoying  This can be quite a hassle if programmer are adding more behaviour to the classes here. They might have a hard time finding the scripts needed to change which can slow down their programming speed. So to keep it more organize, I plan to separate the classes into different scripts. |
| Before refactoring (attach codes) |
| After refactoring (attach codes) |

**Refactoring 2**

|  |
| --- |
| What is the rationale for this factoring?  *Answer why did you choose to refactor this? Is it to make your code clean, or to improve performance, or make it more readable?*  Some of the code can be hard to understand at first glance. Developers are require to read through all the code in order to understand what the code is doing. We can reduce the time taken to understand code by using function to encapsulate what the code is doing so that developers know what it is about without reading through all the code. |
| Before refactoring (attach codes) |
| After refactoring (attach codes)    you can see how the update function have lesser and more readable code so that it is easier to understand what the code is doing. |

# Q2: Describe which Option did you choose to implement and how you implemented it. Provide a link to the video that shows your implementation.

# Q3: Provide a video of the two features in action.

# Q4: Performance Optimization

|  |
| --- |
| What is the rationale for optimizing this section?  *Answer why did you choose to optimize this section?*    (talk about Coroutine taking a long time to process)    The update call is also another big problem  The autonomous update is another problem |
| Describe step by step on how you implemented the optimization (Attach code) |
| Before optimization (Attach screenshot of Profiler) |
| After optimization (Attach screenshot of Profiler) |

# Reflect this learning experience

*In this section, reflect on your learning experience associated with this assignment.*

*What have you learnt? How can you use this learning experience? Did you find it challenging to implement?*