Technical Report

**Game Programming Project – Technical Report**

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| Class | P03 |

# Q1: Code Refactoring

**Refactoring 1**

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| 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?* |
| Before refactoring (attach codes) |
| After refactoring (attach codes) |

**Refactoring 2**

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| 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?* |
| Before refactoring (attach codes) |
| After refactoring (attach codes) |

# 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

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| 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?*