My 2d game project, Wormtopia, took me roughly 4 days to develop overall, with no previous unity experience. Development began on the 18th and continued up until today. Working solo on this project has given me insight into scripting, Unity architecture, pixel art and music. From the beginning of development, I wanted to use a goofy theme, and I went for worms (my favourite la creatura). Day 1 focused on getting sprites made and imported, and some basic script coding for movement. From there I focused on producing a large amount of graphics, music, and sound effects. The music specifically took a large amount of time due to my lack of experience in composition. After completing this came the hardest part of development, adding these assets and combining them. Specifically, due to my lack of experience I did not use tilemaps for my terrain, rather using individual resized tiled objects grouped via composite colliders, which led to several issues at first combining the proper blocks into larger units, then making sure they were tagged properly for the player movement script.

      Following this, I went into applying polish, adding proper win/death screens, movement sound effects, and music transitions. This polishing step was the most difficult of all the work done, as getting all the scripts to work with one another required a lot of bug fixing, as weird edge cases regarding sound playing repeatedly and music overlaying on itself. The Unity Forums and StackExchange were essential during bugfixxing, and helped me to get everything working.

Overall, this learning experience was excellent for both C# programming and unity development