When I started this final project, I wanted to do something different. Since most of the previous assignments revolved around platformer style gameplay. So, I decided to do more of an economic style game that would utilize more UI elements and allow for more focus on handling of data that was not being displayed or associated with a visual object.

Initially when I first design the game, I wanted to have a larger space for the player to explore. However, to meet the requirements of having multiple scenes that must share some data I decided to design a combat system that would be hosted in its own scene. Once I got feedback on my design, I did scale back some aspects since it would be difficult to do everything, I wanted in the one-month time frame. So, I focused on the trading aspect and decided to focus on having multiple but smaller levels that would provide distinct challenges for the player. Due to this there was no need for the combat system I designed.

The only thing I found a difficult in doing was finding a practical use for a style sheet animation and a Coroutine. Since most particle uses for a style sheet animation that would be able to utilize the state machine was being filled by particle systems. Ex: engine exhaust was a particle system instead of a style sheet animation. Also, I could not find a particle use for the coroutine since none of my scripts did any complex and long calculations other than the day tick function which triggers ones every 5 seconds.