**Knife Throwing Hit**

**Reasons of choosing:**

I've chosen to create a "Knife Hit" game because it provides a captivating experience with its simple yet addictive gameplay. The mobile-friendly nature, coupled with endless replayability and the popularity of the genre, makes it an ideal choice for a diverse audience. Additionally, the game's skill-building aspects and creative design opportunities align with my vision for an engaging and accessible project.

**Hurdles I Faced & How I overcome them:**

The first significant hurdle I faced was related to the vibrating effect of the rotating target upon knife impact. Achieving a realistic vibration effect proved to be a bit challenging initially. To overcome this obstacle, I leveraged online resources, particularly Google, to explore different techniques and solutions. Through diligent research and experimentation, I successfully implemented the desired vibrating effect, enhancing the overall gaming experience.

The second obstacle arose when the knife would stick in the rotating target. This became particularly challenging due to the 2D nature of the target image. The task of adjusting the knife within the target while it was in motion presented a unique set of difficulties. To address this issue, I opted for a strategic solution by reducing the radius of the rotating target. This adjustment not only eased the process of knife placement but also contributed to a smoother and more enjoyable gameplay experience.