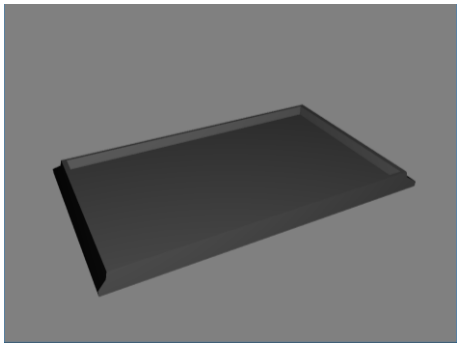
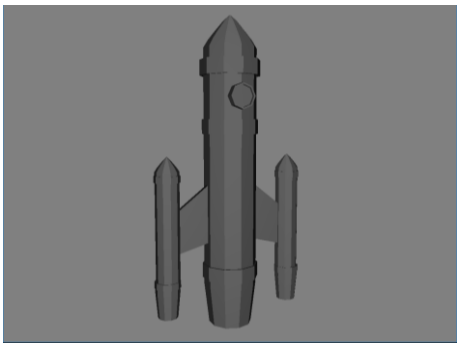
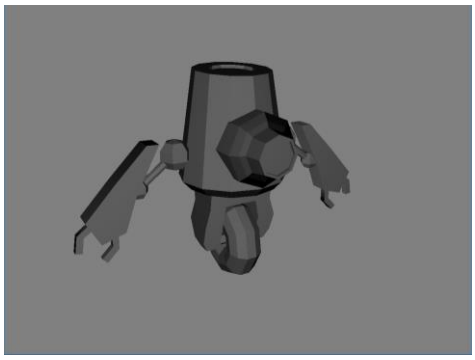
My development process for the project consist of mostly designing the 3D models that are in the game, that includes:

- the Rocket ship model and that is the main objective in the game and the platform for the rocket, I also created a platform to have it under the Rocket ship.

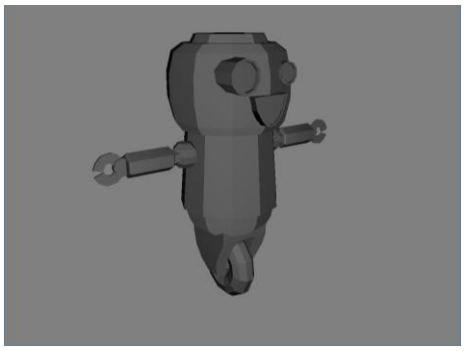




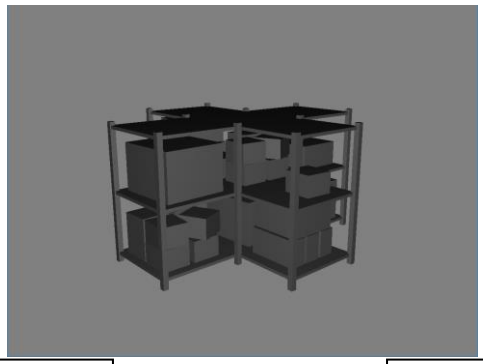
- The enemy robot model that will be the protagonist of the game and the aim of the enemy robot is to catch the playable robot.



- The playable Robot model that the player will be able to use and the aim for that robot will be to collect peace's of the rocket ship and bring them back to his home base.

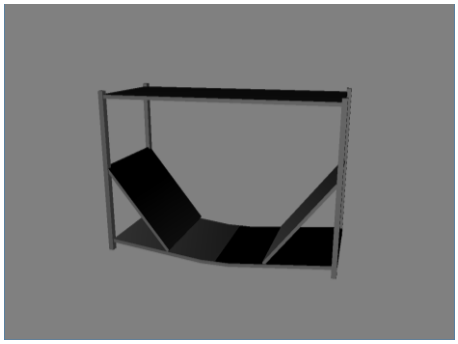


- The shelfs will be the “walls” for the game to allow us to create a maze of different navigation methods, the shelfs had three different shapes a straight shelf, a corner shelf, the entrance shelf (this will be a broken shelf that will allow the player to access the safe area) and a cross shelf.



Cross Shelf

Corner Shelf

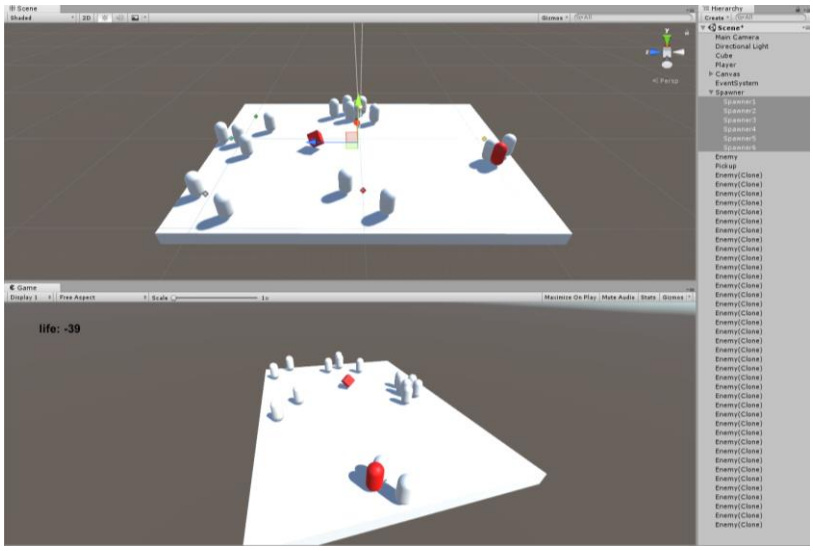


Entrance Shelf

Straight Shelf

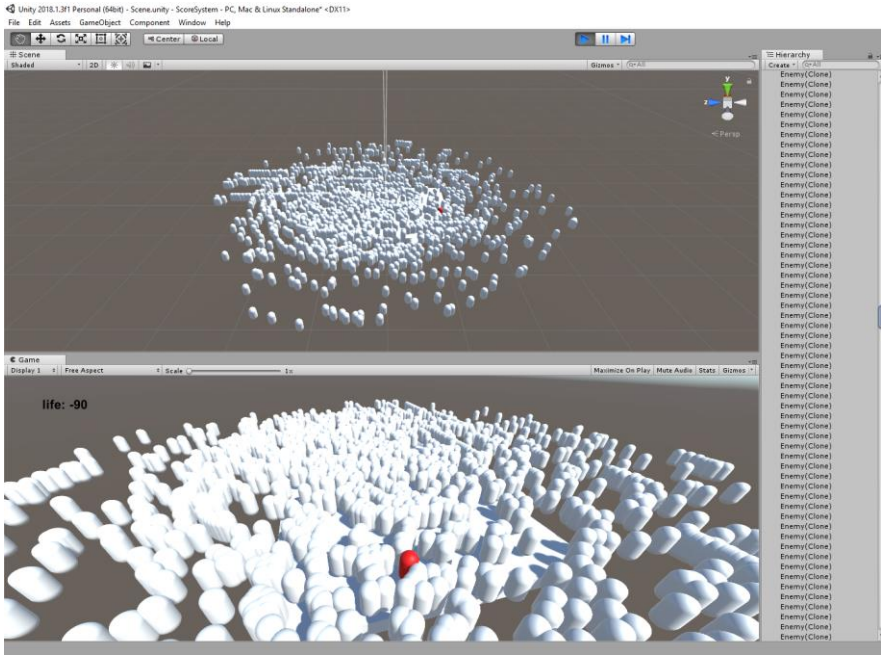
Also because of how the model where created textures where needed to help the model look better so UV’s where needed to be created. UV’s are used to be able to put textures on the polygon surfaces for the models.

I created the script to allow different spawn points for the Enemy I created how it works is by creating a simple public Transform array to hold multiple spawn points as an empty game object and by randomly generation a position for the Enemy it will spawn the enemy to a different area of the game.



as seen in the picture there is 6 different spawn point these are added through the array that was created when the enemy (White pill) touches the player (Red pill) the enemy is re-created and spawned in a different area corresponding to the spawn point. In the game itself this was changed to respawning the enemy to a different area when the player goes into his safe area or when the enemy touches the player. The problem I found with this code was that I created the code in the update() method and because of that I created an infinite loop of the white pill which lead to multiple crashes of unity. To fix that problem I created a bool named chase so when the enemy is chasing the player he would not spawn if the bool chase is false he would spawn and turn back the bool chase to false.

The result of that logical error:



After I created a very simple life script to decrease the life in when the enemy (white pill) touches the player (red pill) as seen in the picture above, it works by created a simple INT variable to hold a number in this case 3 for 3 lives and it would display it in the UI, it decreases in the enemy script by calling the life script and reducing the value by 1.

From the previous phase of this assignment I said that I would focus more on syntax errors, I believe that I did that because I had less problems with syntax, the only problem that I had was the infinite loop due to not having anything to stop it. In future projects I will try to do less mistakes as this one.