Task 4 by Joana Nummelin

While developing this game my tasks were to create the design for the game and program UI related things in the game such as, main menu and mini map. To create main menu I used TextMeshPro to make sure that the text would look clearer and it's easier to make it more interactive. I added the button that kept changing the colour of its background every time the mouse hovered and clicked on it. Then I created an Empty and added the script in it, that when the player clicks on the button it plays or quits the game. In order each button to have their function I used onclick method.

To create a mini map I had to add another camera, position it from far away and use orthographic view. Then later I used the raw image and positioned it on the bottom right side. Then I placed the camera view in the raw image and mini map worked. I also added a code where camera follows the player's move and the mini map adjust according to that. Then, I also decided to add the code where camera rotates according to the player as well and that made the mini map even better. After testing mini map in the game, we all decided that the when camera follows the player and its rotation, it does not look good because then the player cannot see the whole mini map. Player should see the whole mini map because the maze is very big and he should be able to see, where the player, enemy and the spaceship pieces with power up are. So we ended up not using the code I created.

The only problem I encountered is that it took a while to figure out the sizing and how the anchors work with images or text, especially if they were in a button or the panel. After I would press play the images and would be all over the place. It took some experimenting till I figure it out how to use anchors. In general, I need to experiment on Unity more, because most of the time I am afraid to experiment, as I am not experienced at it.