

## Task 4 Evaluation

During the development of the game I didn't encounter many problems as I was quite familiar with Unity already. One of the problems I encountered was when it came to handling the UI text as I was using a plugin called TextMeshPro which helps make the text look much better in Unity and also gives a lot more options for styling including gradients. My problem was that the plugin initializes the text in a different way than the basic Unity UI so I had a bit of trouble when it came to printing the score, this was because the plugin uses a different library for its classes so the code was different.

To make it easier in the future I should leave more time to read the plugin documentation in more depth before I start experimenting with the code.

Another problem I encountered was with the resizing of the particle system as it wouldn't scale down the effect as the prefab was a pre-scripted asset which didn't offer a lot of documentation.

To avoid this in the future I will try to find assets which have better documentation .