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CSS 385

Project - Hero - Object Creation/Deletion and Time

In this project, I learned to assemble functional GameObjects by strategically combining various built-in components like Sprite Renderers, Collider 2Ds, and Rigidbody 2Ds with custom C# scripts to dictate specific behaviors.

A central learning experience was mastering fundamental C# scripting concepts within the game development context. From handling real-time user input for hero control and implementing the projectile firing sequence to managing the lifecycle and behavior of enemy entities and orchestrating overall game flow within the GameManager, scripting proved to be the engine driving the game's interactivity. The strategic use of Debug.Log statements throughout the development process became an invaluable tool for tracing code execution and pinpointing logical errors.

The project, taking approximately 8 - 10 hours to complete, presented several interesting challenges. One issue I had was Unity behavior with creating and initializing scripts. For example, it was to specific conventions, most notably the case-sensitive and precise naming of script files and their corresponding MonoBehaviour classes. I also learned that having the proper configuration and assignment of tags and layers for accurate and efficient collision detection required understanding of their purpose and careful implementation within the Project Settings and on individual GameObjects. In conclusion, while the underlying mechanics of the 2D shooter were relatively straightforward. I felt that even though the mechanics and design of the game seemed simple, it was relatively frustrating to get things working and working the way I wanted them to. Again, I ran into obstacles that seemed to be huge conversations on reddit and other threads about how Unity has weird issues sometimes which I was facing.