

Assignment 2 report

When watching people play the game in real life (myself, and my friends) it felt like and looked like the mouse was way easier than the touchpad. The mouse was able to just be used easily with one hand while the touchpad required hands depending on the person and sometimes if one did not click hard enough, the circle in the game would not change color. I think that there could have been other factors affecting the speed of each person during the game but overall the mouse was faster each time and it also felt easier for the people playing. The mouse click felt more smooth and more like a button than the touchpad did. I basically followed the tutorial the professor gave in class and I also followed the links he gave in order to try my best to create this game. I made sure to have the correct code this time in order to be able to have a color change and to track things like time (for the data). Some challenges I faced was that I struggled trying to understand all the distance measurements in unity. I did not know how to make an exact amplitude or width for the circle but I tried my best by using the squares given in unity to count and also using the scale opinion. Another challenge I faced was trying to make my game exactly like the Fitts Law selection game we were given as an example. In that game, only one circle would change color at a time and when you clicked it, it would go back to the original color, based on the youtube videos I watched, I did not know how to incorporate those into my game and so I made the game time time the average time between clicking each circle. I struggled a little with accuracy as it is a big deal and small mistakes in calculations can create issues with my data. I tend to sometimes be sloppy when it comes to codes and numbers when I am trying to go fast and that causes me some issues especially with the coding aspect. I made quite a bit of case sensitive mistakes that I would never notice at first and so I just thought my code was not working. I overcame this by doing a lot of double checks.