Assignment 1 report

Basically I tried my best to create a platform game with the certain guidelines we were given in class. I used unity as well as microsoft visual studio for the code. I worked alone for this project as I had certain computer issues that I did not want to burden group members with. I did face quite a bit of challenges because at first my code was not working with my game but it eventually started to work, partly. When it was time to make the player collect coins, I did run into even more issues as my code did not seem to work with the game no matter what I tried. I do not know if it is a system issue but ultimately I decided to atleast hand in the parts that did work and still include my code for the coin collection. I did make two red enemies however I was not able to make them move. I think I mostly struggled with finding a good tutorial for coin collection and fixed movement enemies, the videos I watched online did not seem to work for meI plan to continue to spend time to boost my knowledge on unity so that I can complete the full criteria for assignment two and for the final project.