

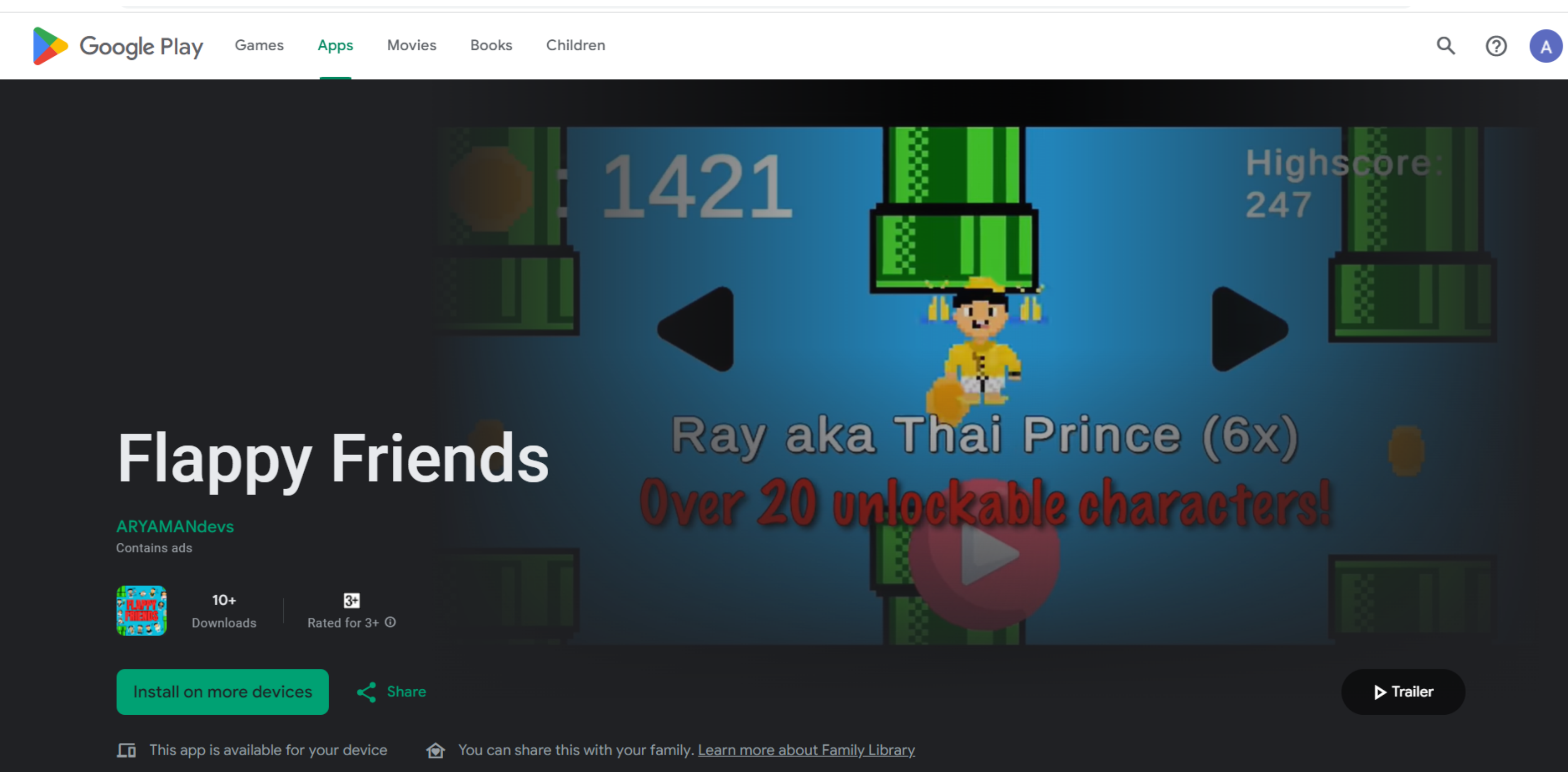
# ARYAMAN SHARMA

Mechanical Engineering at National University of Singapore

✉ [aryaman.sharma@u.nus.edu](mailto:aryaman.sharma@u.nus.edu)  [www.linkedin.com/in/aryaman--sharma](https://www.linkedin.com/in/aryaman--sharma) ☎ +65 93520861

## Documentation of Flappy Friends Development

[Link to my game](#)



### Why did I do this project?

- One of my bucket list items was to publish a game for the worldwide public to play for free and that is why I took it as a personal project to embark on during my summer break.

### Timeline?

- The whole process from start (learning skills) to finishing and publishing the game after the testing phase took 3 weeks.

### How did I accomplish this?

- I managed to learn C# language and learned how to use unity.
- Programmed the game on the unity engine and Visual Studio Code as the IDE.
- Cleared all the administrative work and legal policies clearance and documentation to publish it on Google Play Store.
- Conducted alpha and beta testing via a small group of testers to gain data and feedback on bugs and issues.
- Troubleshooted the bugs and optimised the code of the game.
- Used switch cases and object oriented programming