Conclusion and Post Production

My approach to this game was to make it into a fast paced 2D flow. Where the shark has to eat as much fish as they can. During the process I encountered issues with the collision and health. I was running into issues with scripts for the health to react to collision between the fish and when the shark collides with the object.

Improvements can be made on the collision aspect, considering the time length of the project. I put in the main mechanics for the game first, but I ran into issues with the collision which took more of my time to find a solution, where I needed to spend a little more time on. Finally, the design choices I chose were really basic with the animals and level design it fits in really well with the environment.