

Task 4 – Evaluation

Successes and Short comings

During the whole project from start to finish we met a lot of different successes and short comings, let's start from the successes.

So for starters, we didn't have much knowledge of coding but we managed through videos and the unity manual which of course helped us a lot and the lecturer being super helpful with our code.

We managed to do what we mostly planned for, so we managed to get the mechanics working without any bugs what so ever, even though they gave us a hard time to get them to work.

I think that we learned a lot from this unit and has opened up a lot of doors and opportunities, I personally really liked this unit and wish to have more in coding in the future.

As for Short comings, we have quite a few of them. We couldn't get the trimming over the obstacle to work and that was the biggest one as it had changed our user-flow completely and had to re-evaluate on what to do, but we worked around it by introducing a life system and breaking upon colliding with an obstacle.

We had a lot of different ideas that we could implement but according to the Moscow priority method, we didn't really need them, for the short amount of time that we had, we couldn't execute these ideas as the time limitations limited this.

Actions to take in the Future

In the future im fairly certain that we could do much better as this was our first time ever creating a game of this scale and the playability of it.

Since we learned coding, and through this semester we actually learned a ton of it, im positive that we could recreate this kind of game in shorter time with more features implemented, and even more so, creating a bigger game on a wider scale.

In my next project I will certainly be doing some better work with the knowledge that I have now and grateful for this.