

Build and deploy a game project across a chosen platform.

- **Review**

When I started to create the game, I felt a bit confused and uncomfortable as I didn't know much about how unity works and was fairly new to it. However, after experimenting a bit on my own I felt more comfortable and started to understand more about how this software works. There were parts in which I got stuck, some examples include: the game over animation, the spawn points, the restart, amongst others. Despite this, in the end I managed to find a way and replicate the game as I intended to and I am satisfied with the end result. Also, I thought about adding more to this game and experiment more however I didn't do so as we were restricted with creating a copy of an already existing game and were told to avoid the exploration of new ideas for now. Having said all of this, I really enjoyed working on this assignment and I also improved and understood more about unity in general.