Evaluation

* Intent
  + For this game we aimed from the start to make a similar experience to the NES game Duck Hunt. This seemed to have game mechanics we could replicate in some capacity with our limited knowledge. In short, we aimed to have the player fire some projectile and hit some moving target in order to score points.
* Narrative Structure
  + Our narrative structure was ambivalent at best. We were unable to place a large portion of narration in the game due to limited functionality. The core idea around the game is you play as a bear. You take control shortly after the bear finds himself at a picnic without anything to eat besides pancakes. Therefore, the player is charged with using the pancakes to kill the birds over head to get food for the picnic.
* Mechanics
  + The game contains a firing mechanic which launches pancakes vertically. This then is meant to cause the birds to fly out of the screen when hit with the pancake, thus incrementing the score by one. The core game loop consists of moving the bear into position, firing pancakes at the birds, hitting the birds with the fired pancake, incrementing the score by one, and repeating.
* Aesthetics
  + We went for a children's book aesthetic. We aimed for vibrant colors, cute character sprites, and an overall joyful environment.
* Joys and struggles
  + Joys
    - The game was a great transition into learning some of the intricacies of unity. We particularly enjoyed the rate at which we were able to overcome challenges and walls in the project. It proved fruitful to simply do some research and we never got to a large problem we couldn’t fix.
  + Struggles
    - Our only struggle was incrementing our score when only our birds hit our vertical collision detector. At first it would fire the inc\_score method when our pancakes (our bullets) would hit it. We solved this by adding an if clause and tags to our birds.
* Attributions
  + Pancake stack <https://pixabay.com/vectors/breakfast-pancakes-stack-syrup-1295968/>
  + Bear <https://pixabay.com/illustrations/bear-teddy-teddy-bear-cute-bear-3793241/>
  + Bird <https://pixy.org/4656854/>
  + Rocks <https://pixabay.com/vectors/rock-jagged-grey-gray-geology-575598/>
  + Background <https://pixabay.com/illustrations/field-fields-mountains-landscape-4061730/>
  + Basket <https://pixabay.com/vectors/basket-picnic-wicker-lunch-304342/>