Report:

Problems:

* Player skyrocketed off the ground after pressing jump.
  + Reason: did not set the variable “JumpKeyWasPressed” to false after clicking it for the first time
* Made many changes to the game while being in play mode which resulted in the changes not being saved
  + Solution: Added a play mode tint to distinguish between play mode and game development mode.
* Ability to jump multiple times in the air (like FlappyBird)
  + We used “onCollisionEnter” to detect if the player was touching a surface (the platform) which had a box collider but this caused an issue when transferring between two platforms which were in contact with each other. To fix this, we spread the platforms apart.
* We had an issue where when the player fell off the platform, the game didn’t end.
  + Solution: We solved this by restricting the Y-coordinates of the player to a minimum of -5 so when the player falls below -5, the game ends.
* We had an issue where if the player keeps pressing a horizontal key against the side of the platform, the player wouldn’t fall down
  + This was due to “Friction” so we disabled friction from the player.
* Couldn’t figure out how to display the correct coin count on top left of the screen. Wasn’t updating every time the player collected coin.
  + Solution: We created a separate script called “CoinCounter” which contains a method called “IncreaseCoins” which was called by the player script to manually increment the coin count.
* Both people worked on the same device since there were issues collaborating.
  + Kyle was using the mac and Maddy was using windows.

Project Split:

Maddy:

* Designed the scripts for CoinCounter, Player and StartEnd
* Designed the start screen
* Put a smiley face skin on the player.

Kyle:

* Designed the prefabs
* Designed the end screen(game over and restart button)
* Recorded 3min gameplay

Both:

* Designed different parts of the obstacle course.