# Evaluation Bubble Struggle Luke Parnis

I started first by setting up the objects in the game I used boxes without textures for this part and also set the files, I first used the box to make the walls .The walls are separate in 4 parts top, bottom ,left and right all of them work the same expect for the bottom has no layer so it doesn't collide with the player. Now I used the same box sprite to create the player on the bottom wall then I created his movement with a script .I then created the ball I first gave it a psychic material so It moves and bounces then I coded it to move in directions instead of jumping up and down only her I had a problem where the ball was clipping out of the wall I fixed by changing a setting to not make it repetitive after the main ball was done I created the chain that comes out of the player I first made it work by coming out the player with Transformation then when it hits the wall it breaks ,I then coded a part where if the chain hits the ball the ball breaks into more balls here the I duplicated the ball prefab and made the balls smaller and put the order of the balls by linking the small one with one that is bigger with it ,all of the balls had a smaller ball except for the tiny ball which when hit by the chain its just destroyed I tested it out and saw a few problems with the layers so in the unity layer manager I ticked some boxes to fix the layers so everything work fine .

Then I added on the ball code when the ball hits the player it resets the scene basically a losing method for the player and the main game was done. Then I added some textures of sprites on the objects and everything worked fine expect the chain because of its transform so I decide to keep it that way.

Then I made a new scene for the main menu with 2 buttons with text one took you to the game and one closes the application and then I made the build.