

Bubble Struggle Luke Parnis

Phase 1 task 1

1. The game I chose to recreate is called Bubble Struggle a 2D game where the player has to shoot these bubbles that when they exploded they split into more bubbles of a smaller size before they hit the player and kill him. I used a you tube video for a tutorial from the you tuber Brackeys where he creates a simple version of the game and also another video for the menu (Brackeys, 2017) .As for a software development process I used a simple version of SDLC model where is start from design of the shapes and images then I coded then I tested and I finished with development.



2. Some of my componets in the game where these:

Player: The player in this game is controlled by keyboard and can either used A and D to move or the left and right keys because instead of setting on certain keys I chose to use the horizontal controls and I change can change the speed according to the frames. I used the player tag to make it when the ball hits it restarts the game by loading the scene from the start.

Ball: The ball in the game uses 2D physics and I gave it a force so the ball doesn't bounce up and down on the same spot but instead it bounces in a certain direction and when the it hit the walls it bounces to a different direction. The ball also splits up when hit by the chain and when this happens with an instantiate which gets the next ball I set it too this keeps going on until the last small balls which when broken they destroy.

The chain: The chain in the game works with 2 scripts, the first script works on shooting the hook with the mouse click which uses the vector 3 to transform the chain making it look like a ling that's its shooting upwards from the player and when hits the wall it vanishes by destroy it .Now the second sprit is where the chain and ball work together here is where I tell the ball split function is activated .

Bibliography

Brackeys, 2017. *START MENU in Unity*. [Online]
Available at: https://www.youtube.com/watch?v=zc8ac_qUXQY
[Accessed 7 April 2018].

Brakeys, 2017. *How to make a Bubble Struggle replica in Unity (Livestream Tutorial)*. [Online]
Available at: <https://www.youtube.com/watch?v=4jGVesn7O4g&t=1236s>
[Accessed 5 April 2018].