Presentation:

•Create a short presentation (3-5min) covering :

Game Context

Features

Technical challenges

Process reflection: What went right?

Process reflection: What went wrong?

Demonstration (Video or Live), included in time limit.

This game, called Space Shooter.

Which is a classic game since late 19th century. And I choose this game for my Assignment 3 cause this game have lots of great memories with my friends and brother when I was young. And it’s really fun and a easy game for public with 2D style. It’s the most reason I would like to make this by my own.

In this game mode, the thing has to finish that is the assignment to avoid all the enemies and their bullets, but those bullets will target on the players, and he / she must try to keep alive until got killed by them.

Players will have three lives when game started. And use the “W, S, A, and D” as directions to control the spaceship. Meanwhile, player could fire back with mouse left click to enemies. Player will got decrease a live when their own spaceship hit on enemy, or hit by bullet. Once the lives become zero, then “Game Over”. Easy game, funny experience.

When I started to make the space shooter, it came lot of problems to me.

Base on it’s my first time to made this game, about C# and unity’s knowledge that is not enough, I have to paid much more time on it. For example, how’s the enemies attacking from top to bottom, and the bullets how to code for the function which to attack. It’s made me going overwhelmed, cause of the logic conflict, and always keep thinking for next step what I need to do.

Also, I had stuck in which how to restart the game at the end function, that was not a easy way for me to figure it out, but I keep try and errors through some days. I seems did something out, but still not the exactly what I need, and I did at last.

As I learned in this time, the whole game I have to focus on the way which is the game’s process, but I’m always walking away from the way I supposed to, and made another stuff on the game which is not compulsory. And lost lot of time on it, when the basic requirements still not finished yet.

I learned thing about how to keep concentrate on the project I need to finish, and do this step by step, it’s much easier for solve the problems that I did not know.