

Evaluation

While creating this game I felt good while coding because I had not used some of this type of code from around 3yrs ago. Having different code is nice, but I felt a bit uncomfortable because not all the code was familiar to me.

As for the development process I think I did good enough because I worked organized and according to plan. I had found some minor bugs along the way, but I was able to fix this issue. Some of the issues that I found is that I had misspelled some words, therefore when calling them from the script an error was given.

Another mistake I was doing is that I was creating public methods that had to be private and via versa. This would give a good security in the future because you would not let the player change things from where he or she is not supposed too.

Another problem that I had found while doing this project was with GitHub, I could not get a repository working but after a couple of tries and some research I was able to get it up and running. I planned to create this game for an Apple device, but I had researched a bit and I need to pay to upload something on my mobile and unfortunately, I don't have an android device to play it on, therefore I had to create this game for the pc version which was fine.

Another problem that I had not fixed was the anchor points, so that the layout adjusts itself according the screen resolution, this was not a major issue because I had given it a fixed ratio but for the future I think it would be best if the ratio goes accordingly.