

Open Issues / Issues we dealt with

Unity - Dante's Inferno 2D

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- We wanted to include a rotating platform but we ran into the problem that the player can't jump if there is a slope. This happens because we use the y-coordinate to decide if the player should be able to jump, since otherwise he could scale the side of platform. When standing on a slope the players y-coordinates are so low that the script acts as if the player would run into the side of a platform.
- When placing the platform sprites directly next to each other it still can look like there is a gap between them. This changes if you zoom in or out, there is not an actual gap.
- building levels can be very tedious if you have to place every sprite on it's own and position it correctly.
- Unity gave us an error when we tried to rename the player prefab, that's why it still has it's old name.
- The data path for the txt that stores the run times can't be hardcoded as a const variable. This is why it needs to be set at the start of the game, which only happens when starting the game from the main-menu because that's where the script is attached. If you start a scene directly, the path variable will not be set and therefor the time will not be saved. This would be an easy fix but since the game is supposed to be played from the start anyways, we did not implement the fix.
- Obviously we went through a lot of minor issues when implementing the above features but listing them all would be too much.
- i.e. finding out that there is a difference between OnCollision and OnCollision2D took me a bit
- the button that brings you back to the main menu from the speed run times scales with the size of the window, so it can look weird in certain situations. The other buttons stay consistent in their size.
- good teamwork, goal setting, git guidelines (section 5) and thouroughly planned time table (section 4) mainly in German, sorry: <https://www.overleaf.com/read/fmpvfsjdvrj>