

Conclusion and Post Production

I aimed to create a simple point-collecting game that would be fun for kids of all ages. My intended design was a shark in an underwater environment collecting small fish of different colors while avoiding larger spiked pufferfish. My biggest issue was the time constraint. I unfortunately spent the first 2 hours of my time trying to debug various issues caused by both my client (I was working with a fresh install on a laptop I've never used to code on before as I am currently not in Canada) and then 3rd party assets before deciding to use a dark blue box for the shark, orange circles for the correct fish, and yellow circles for the pufferfish for the sake of functionality. If I hadn't run into those issues, I would have implemented better design, including attractive asset models, a more interesting background, and a more informative HUD (including a timer, start and end cards including instructions and a game over screen, etc.). I wish I were better able to show the team what I can bring to the table, but I hope what I was able to do shows my passion for creating fun and inclusive games.