CS2 Semester Long Project Reflection Write-Up

Eric Game

Eric Ragle

**What Went Well**

I have something that is, at least, playable! I have really enjoyed designing the only level. I think it is a lot of fun to strategically place spikes and platforms in a way that is possible to navigate, but not easy. I have also enjoyed making my own sprites and creating something from scratch. It took a while, but I think I have a very fun concept to work with and I am excited to build off of what I have.

**Challenges Faced and How They Were Overcome**

Unity was extremely intimidating at first and I got very in-my-own-head about this project. I didn’t really know where to begin at all, so it took me a very long time to get started. I watched many tutorials for setting up a basic 2D environment in Unity. This was invaluable for learning the UI. I also had some trouble with the spike objects at first. I could not, for the life of me, figure out why the spikes were not damaging the player. I spent two weeks trying to troubleshoot this. Turns out, I never attached the spike script to the spike object.

**Lessons Learned**

I learned so much from this project. I learned about sockets. I learned about Unity as a game engine, level design, error handling, keeping a consistent coding style, good commentating, inheritance, and polymorphism.

**Future Improvements**

I want to add more levels with fun, intricate and unpredictable designs. I plan to add hundreds of short form levels, consisting of: basic “go right and get to the end” levels, rare boss levels, and puzzle levels. There will never be any “combat” in my game.

You would defeat the boss by simply reaching the end of the level. I want to create all of my own sprites and fill in the empty, black textures that my game is currently full of. I want to implement a way to save your progress when you complete a level, so that you can go back to your current level when you close the game or when you die.

**Design Changes, What They Were, Why They Occurred, The Details, Etc.**

While creating player movement, I discovered I could give the player object ‘ragdoll-like’ physics. When jumping or colliding with objects, the player is affected by physics and can spin, flail, and land on its side. I decided I liked this concept and wanted to keep it for a heightened layer of challenge and randomness.