The design of this game follows the basic formula of Top-Down Shooters. I didn't put a lot of weight into visual style, so everything is low-polygon or basic geometric shapes. Likewise, the color scheme is just solid colors. I started placing objects around after I had largely coded the functionality of everything, so the level design was incremental (area 1, area 2, area 3, area 4, boss area). After learning Unity through this project, my biggest strength is definitely the scripting aspect. I learned a lot just by figuring out how to do basic things. I addressed all the bugs I know of, expect for one: when I built the project in order to submit it, one specific Canvas was not showing up. I fiddled with it a bit and looked it up, and I'm pretty sure it's some sort of resolution bug in the version of Unity I have.