

## **AGA 312 - A1 Submission - Report (Prototyping project and reflective notes)**

### **Report**

From that tutorial I learned player positioning. In it I studied the Adjust object scale, if statements and the greater or less than operator. The next part is Food Flight, here I learn create prefabs, override prefabs, test for key presses, instantiate objects, destroy objects and else if statements. The third part of Random Animal Stampede, here I understand about spawn manager, arrays, keycode, random generation, local vs global variables and perspective vs isometric projections. In the last part I studied Collision Decision, it has created custom method/functions, invoke repeating () to repeat code, colliders and triggers, override functions and log debug messages.

In this game I also added that players can go forward and backward in the game.

### **Progress**

From the tutorial that I followed there was a value that I changed. because if you keep following the tutorial the player cannot reach all horizontal areas while the animals have a larger horizontal area. so, I change the value xRange = 19.0f

### **GitHub Link:**

<https://github.com/fachrulprabowo/Prototype1>