

I find this game entertaining as there is no rest. Once you are in it you are in it! You must react and explore to discover the meaning of the game. It has that element of forced & rapid problem-solving for the first few moments as you discover what it is you must accomplish. The unassuming attack within moments of the beginning gets your heart going a little and puts you in fight or flight mode. Simple yet engaging. Seems like something I could easily continue developing.

The one thing that was tricky sorting out was remembering about the tagging system for each asset in that drop down tab menu. I couldn't figure out why my interactions were not functioning although it seemed I had all the proper components attributed to each asset. I ended up asking in class & Kaeli helped remind me about the tags. Otherwise I felt pretty good navigating Unity after not touching it for the summer.