

Project Overview

Project Name: FlappySadime

Genre / Type : 2D Endless Runner (Flappy Bird like)

Platform: Mobile

Team Size: Solo developer

Duration: 4 days

Project Goal: Create a simple Arabian Nights themed endless runner prototype to practice Unity development, obstacle prefabs, and UI design.

Development Report

The project was developed using **Unity (URP)** and simple 2D sprite assets created in **Aseprite**. I started by prototyping the core movement mechanic and obstacle spawning system before focusing on visual polish. Obstacles were built as prefabs for easy reuse and balancing. I kept the mechanics simple to focus on level flow, performance, and responsive controls.

Problems Encountered

1. The obstacle spacing was inconsistent, making the game feel unfair
2. The UI buttons did not match the Arabian theme visually
3. The game had small FPS drops when too many obstacles spawned

Solutions / Adjustments

1. Adjusted spawn logic and standardized gap distances between obstacles
2. Redesigned the UI with desert-themed colors and simpler shapes
3. Optimized obstacle scripts and limited the number of active objects using object pooling

Key Learning

Balancing gameplay difficulty early and optimizing performance from the start saves time later in development. Simple mechanics polished well are more important than adding too many features.