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An Analysis of My first Self-Made Video Game

At the start of the quarantine, I knew I wanted to spend this summer learning something I have always wanted to learn how to do: develop video games. So, naturally I decided to purchase a course on Udemy to teach me the ins and outs of Unity. The problem I was facing was that I had zero experience in game development and the lessons had an older version of Unity. That mattered when it came to discovering which tools (or lines of code) were outdated. Unity allows developers to quickly create a beautiful environment with total control of the game levels and characters. Unity is great for beginners trying to learn game development because there are free, downloadable assets to kickstart the graphic design, and Unity comes with so many features that it makes releasing a game easier than ever.

Development Strategies

If there is one lesson I have learned throughout college it would be listen to your professor(s). By understanding and following along with what is being taught, progress is inevitable. I took what was being taught to heart because this is what I have always wanted to do, and they were going to teach me. There were some blockades along the way, but I was not going to let that stop me from developing my first game. Unity allows users to stay organized utilizing the drag and drop feature for assets or self-written scripts to maintain fast productivity. The only other requirement is to have a good editor to create the code.

For level design, it's fast and easy to create your own assets and then drag and drop them in the new, empty 3-D realm. For example, when the rocket ship collides with the wall, I want that wall to be the same color, have the same danger quality, and maybe even be the same shape, Unity provides developers with the option to make their objects a reusable asset by dragging it

and dropping it in the right spot which gives them the ability to create new levels faster. That is how I managed to create five levels in two weeks.

Unity's Overall Effectiveness

Unity is very effective. It's free, it comes with a store of free assets, and usability is not a steep learning curve. For my first game, I did not use any assets. I created my own ship and levels from the shapes provided.

Solutions

For the problem involving older lessons, a little digging around the new tools and experimentation allowed me to figure out which tool they were referring to in the lesson. For any code that wasn't working, a quick Google search either gave me the answer or made me realize I made a typing error.

One problem not previously mentioned is that during one of the lectures the authors provided a particle asset for smoke particles to come out of the engines. Theirs did not work no matter what I tried. I also didn't know how to create my own particles yet, so I decided to move on. In a later lecture for a different game by the same authors, they taught me how to create my own particles. I can go back and create my own smoke now that I have learned how.

Conclusion

Unity is a great application for rapid game development. I will continue to use it for any creative spurts that motivate me to create the next smash hit mobile game. With purchasable assets, game environments look better and closer to industry standards.

This game is **not** mobile-friendly! Website: https://sharemygame.com/@JOEMface/rocket-pilot