

## Project Report

What started off as an exciting sphere platformer game slowly became an enriching challenge but hard to do on one's own. The concept was to develop a game whereby a sphere controlled by the player travels through platforms, picking up items while keeping away from enemies. This involved coding the movement of the player, enemies, and the game mechanics itself—daunting without team collaboration.

One of the major problems I faced was making the AI-controlled player move and jump. Logic needed to be put in by the player for him to recognize an obstacle in his path and jump over it without losing any forward movement kept alluding to me in the first instance. A couple of iterations, hours of testing, finally did the trick in debugging and perfecting the PlayerAI script.

Mistakes were usual, and understanding the errors was part of the learning curve. For example, I spent 3-4 hours creating a lot of scripts and logic to make enemies stay at fixed positions, only to realize that Unity's Rigidbody component had a "Fixed Position" checkbox I needed to tick, the problem was solved in an instant. It was a sobering lesson in how sometimes, more than the overcomplication of the code, it is comprehending the tool at hand that provides the answer.

This project has taught me the essential virtues for accomplishing anything similar to this: patience, iterative testing, and looking properly through all the tools and settings available in Unity. The alone working part was rather challenging due to the lack of immediate feedback and brainstorming. That, however, did instill in me a better understanding of problem-solving and being more self-reliant. One major thing it has instilled in me is the importance of persistence and the need to take a step back and reconsider simpler solutions for complex problems.