Conclusion and Post Production

When I heard of the scenario of a shark eating the correct fish, I imagined a math game where there would be labels on the fish indicating how much the fish would be worth to the shark. Some fish would have additive points and some fish would multiply the points. The bad fish would do the opposite and subtract or divide the points. In relation to social emotional learning, I imagine that my game can be upgraded so that you get points for eating the best answer for a question that is shown on the top or bottom of the screen. Instead of numbers on the fish, the fish would have labels for the answer to the question. How much points are rewarded would be how well the answer fits the question.

In terms of the technical aspect of the project, I tried to maintain a clear hierarchy and structure to my code. I tried to implement a structure where there are levels of command in the code, where scripts I call managers handle the overall state of the game and communicate this information to lower level scripts to process. Unfortunately, there wasn’t a lot of time to work out the details of the structure and I did what I could. I did manage to begin a sort of game state system so that there was some sort of progression to the game. I also implemented an object pool for the AIs. My next step was to add difficulty modifiers using Scriptable Objects, but that would take more time than I had. There was also a bit where I completely forgot how to get the screen size so that I can identify the bounds of the screen, which took more time than I would have liked.