

Documented Process

Steps to solve functional requirements

Explain steps to solve functional requirements of the test

- Download and install Unity 2020.3.24f1
- Setup up Github with unity gitignore
- Break down provided brief into quantitative tasks to track and prioritise
- Started by making a based item to generate and store required values (StroopItem)
- Created a test script with the purpose of generating a finite amount and stroop times and also calculating scores at the end of the test.
- Made a GameManager script to track game events
- Implemented a Canvas based UI so the display is scalable.
- Tested myself and fixed any problems that I found.
- Used a game developer discord group I am a part of to get other devs to playtest the build of the game.
- Updated game features based on feedback.
- Read over all the code and made sure I hadn't forgotten to comment anything for application handover.