

Personal toughs and conclusions

This project was very fun and challenging (I am not consider myself as a strong game developer, yet) so this process of learning the basic tools and process was very enrichment.

At the end I just cant end with all the functionalities that I came in the game specs (attached document), but this only shows me in what I can improve and be better!

What I like the most is that I was able to implement the ranking system and show you guys my API development skills. I also think that I was very ambitious in this project, but I really think it could be done if I have more time because at the end I show that I can build a very great API environment, perfectly scalable and readable (I would like to say that of my game) and in the game, certainly there are a lot of thinks that I need to improve but is a matter of experience and practice.

Creation process

My creation process was the next:

- In the first day I have a thinking process respecting what I want to do, I decided (explained in Brainstorm doc) to make a capture and conquer game whit defense towers mechanics. I created all the requirements expected for the end of the game and all documentation needed to be able of being understood in this creation process. So first day Documentation.
- In the second day I create all the API functionalities, as I know that my Unity abilities are not strong I wanted to create something that represent my strength so I decided to create a “multiplayer” (Just a ranking global system) to show. In that way people could play more and more to defeat their friends. So second day API and Database.
- In the last day I focus on the game, but I notice that I where to ambitious, so I just try to make it work with the ranking system and the tutorial, I made all the menus needed in the game, and a cool communication between server – game, game – server. But as I said I would need more time to end the rest of levels and functionalities. So 3rd day Unity development.