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## Programming Assignment 1, Part 1

- The starting scene is “Game Part 2”.
- The game automatically starts with the ball rolling forward. The player can change the direction that the ball is rolling towards by pressing the left or right arrow keys or the “A” and “D” keys respectively. However, if there is no tile for the ball to roll towards, the player will receive a penalty of the ball’s speed being decreased. To restart the game, press “R” on the keyboard. To quit the game, press “Q” on the keyboard. To slow the game down to half speed, press “Z”, and to bring it back to normal speed, press “Z” again.
- No additional elements were added to this game.
- Known issues
  - If the player can mash the left or right arrow keys enough at the right moment in a corner tile, the player will be able to get the ball to do a
- I used a forum post on the Unity forum to find out how to move the ball object automatically towards a certain direction
  - <https://answers.unity.com/questions/616195/how-to-make-an-object-go-the-direction-it-is-facin.html>
- I had difficulty getting the correct tile that the ball was on as the position of the tile was all I had gotten and that was the middle of the tile. I ended up using offsets to get the correct tile that the ball would be on to fix that problem.
- I also had difficulty getting the ball to stop at the middle of the tile and to move along the center of the tiles. After much debugging, I realized that the ball will never be exactly in the center of the tile so I made an offset of 1 to account for that.
- Figuring out the platform layout and being able to account for the corner variables was not as difficult as the above two but also was a challenge that I had to overcome through countless trial and errors.