

Build and deploy a game project across a chosen platform.

The game that I made is Frogger which is my childhood game. I used to play it with my brother on my PS1. I used the sprites provided by a tutorial online and I saw that the sprites were minimal and simplistic. I tried to make the older version of Frogger (The arcade version) since the PS1 version was 3D.

Some of the problems that I had encountered were missing characters such as ';' and the 'end-of-file' which is the '}', writing the words wrong. When I wanted to set the score on my character script and on the goal script, I made them as a text object to make the scores, it wasn't working until I realized that I didn't write the 'UnityEngine.UI' at the top. When I was putting the sprites into the hierarchy, the sprites weren't being shown, I had to make set them as a 'Sorting Layer' to make them at the top of everything. I was mistaking 'spawnPoint' and 'spawnPoints' because they had a different meaning.

As I was making the movement of the character, I watched a tutorial and it said that I can use the kinematic body type in Rigidbody 2D instead of having it as Dynamic which in my opinion, I found it quite easy.

I had fun making the game, when I'm going to make another game, I will pay more attention to the missing characters and I need to understand the code before writing them and applying them for the game.