

# Neurosis

## Evaluation of project:

Originally birthed in my mind as an over-the-top parodic take on 1980's culture, Neurosis became what it is now. What attracted me to choosing to make a survival game was because I wondered how a standard 2D platformer would combine with the endless gameplay of a game similar to Flappy Bird.

However, as is probably evident - I experienced a lot of problems which unfortunately I was not able to solve before submission. Early problems frustrated me greatly, such as finding suitable free sprite sheets, from which I would have to carve many different narratives and themes out for my game, only to find that the sprites would just not make sense. I was originally set on crafting all assets from scratch, however, my wrist injury made this impossible to carry out and only worsened my frustration. Various problems regarding animations using the Animator were solved, however some (the player's Damage) remained glitchy and would lock up the rest of the animations. However it is the larger problems that I did not finish in time that disappoint me greater; the EnemyCounter, notably the main objective of the game; and also, the inability to get the Health 'hearts' UI to function properly after trying multiple different methods to no avail. On top of that, a lackluster storyline, no variation of enemies and respective characteristics, appealing UI/menu; all of which leave the game feeling overall unpolished and feeling like its stuck in an early Alpha stage. I was also not pleased with how unrefined the melee system was left and the engaging and fun game experience deemed more monotonous than I had anticipated myself.

Despite all my shortcomings, I hope to take this as a learning experience and grow from it. I intend to better plan out my work, and perhaps even stick to a simpler, tighter concept so that I would not end up tripping over loose ends, as I had even almost led myself to think I could have expanded the game to become some form of unfinished RPG. This experience was clear in that I obviously bit off more than I could swallow, and it has impacted my work severely.