Game Engines Task 4

mcast | Institute for the creative Arts

luke micallef | andy attard

[Year]

***Evaluation***

During the creation process of our game, we had our highs and our lows, but in the end, we produced a game that we are both proud of and have learned a lot in terms of game engines and programming, that we will carry over in future projects.

The process in getting an idea for the game went smoothly, we had the idea of coming up with a sports game in a list of potential game ideas and we both agreed that we would focus on that genre. After research we had a list of concepts of the game, and the one that stood out was a sports game which is also an endless runner type, and we quickly decided to start the process of creating the game on Unity.

We learned how to set up repositories and after overcoming some issues regarding uploading and downloading updated game files, it was simple moving forward. Most of the issues we faced came when it was time to start programming the game. While programming the game we came into a set of issues such as sprite malfunctions when switching from the prototype to the final version of the game, audio mishaps with certain sprites and UI faults. But after consulting with our lecturers and researching potential fixes we managed to solve the issues.

The biggest takeaway we have is that while programming, most of the work is research, going online and working to fix the issue yourself by seeing similar issues other programmers faced and seeing how you can use it in your own way to solve you own issue.