

Space Shooter-

For the space shooter project we had to recreate a similar game in unity. This project required us to learn how to make an object move using keyboard keys. We also had the challenge of learning how to make collisions work with variables in code. It also included the challenge of using sprites for the first time with unity.

This project was really helpful for learning how to use physics meshes. It also taught us how to use forces, and more importantly how to remove gravity if needed. My project also included a special script to make the projectile face the direction it is moving, which was difficult. But the hardest part was randomly spawning the enemies in the field for the player to battle.