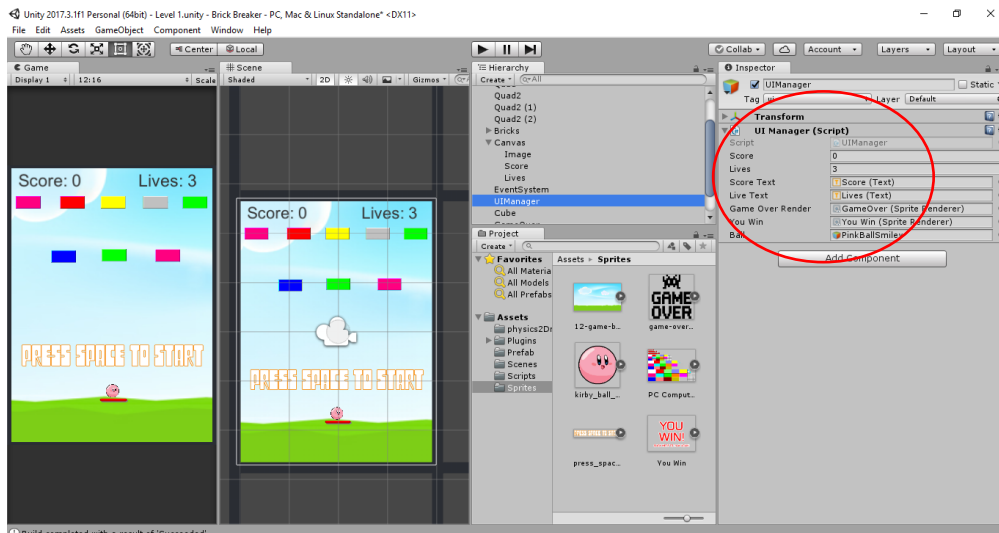


Since this was a new subject for me I struggled at first to get the hang of it, but after doing my own research and paying full attention in class I kind of got the hang of it.

One thing that I wanted to do from the start is several levels but because of the time limit I didn't have time to produce more levels. I would have also liked to be able to make it more of a challenge, maybe throughout the levels you would get different points according to the colour of the tile or



also increase in the speed of the ball the more time that passed. One thing that I truly struggled with was on how to reset the game after the player lost all the 3 lives. I got rid of this problem by resetting the

level, so the game would just refresh. I also had a problem with the Game over title where after the first life you lose the game would be over, but this was a problem from my side as on the script the lives were 3 and on the component side of it the lives were 1 which meant that after 1 life you

would lose. The last thing I found hard was when it was time to export the build of the game which I couldn't get the hang of it as the screen was appearing too big in the build and the game was getting messed up. I think next time I would try to do my best to do more levels and also increase game mechanics so as to be able to produce a fun yet entertaining game.

