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BA in Game Art & Visual Design

Game Engines Task 4: Evaluation

The success of our game lies in its visual style. A lot of research and brainstorming went into coming up with a style that captured the atmosphere we wanted as well as appealed to our target audience. The finished game assets pulled the game together and received overwhelmingly positive feedback from our testers.

Neither of us had any prior understanding of coding and as such, we struggled with many of the things we wished to include in our game. Our original plan was ambitious, however our finished product lacks several features we had hoped to implement, such as a variety of enemies, a button to “scare” (defeat) enemies and a pause option.

These were partly due to a number of technical issues we experienced throughout the project due to mistakes made when using Github as well as our UI canvas breaking. Another factor was that we initially spent a lot of time researching and attempting to implement features that, in the end, were not working as we had hoped or upon further research appeared too complex and were thus scrapped in the hopes of not wasting too much time. These include our pause screen, text size slider and the “boo” mechanic of scaring the enemies. As a result, our game turned out to be a lot more basic than our original vision.

Since the start of the project, however, both of us have becoming more comfortable with Unity. We are more aware of our limitations and this will aid us in planning more realistic projects for our skill level. Moreover, we have a better understanding of how Github works and will likely not make the same mistakes as earlier. Lastly, having a better understanding of coding, we believe that we would have less trouble in the coding process and can focus more time on implementing features rather than solving errors.