

Evaluation

The production of the game was straightforward as I researched tutorials regarding the game and had a good understanding of how the basic mechanics for the game work such as the angles that will be given to the ball once it collides with objects. The score was a task that was later implied to the project once the basic mechanics of the game were complete. The score was added by having integers added once it collided with a score collider.

At a later stage I encountered problems with the controllers of the players as I had no movement coming from the bats. I started to look for the problem by adding `debug.log` to different parts of statements to identify the problem. After having to try different possibilities I came to the conclusion to revert to previous stage of the project to a stage where the bats were functional. After having this done I continued to imply final details such as the menu and winning scenes for each player.

A better understanding of how the revert process is applied in github would be better for my next project as it could help me overcome certain obstacles when it comes to having scripts and mechanics not working properly. Having the repository in a more organised manner would be appropriate.