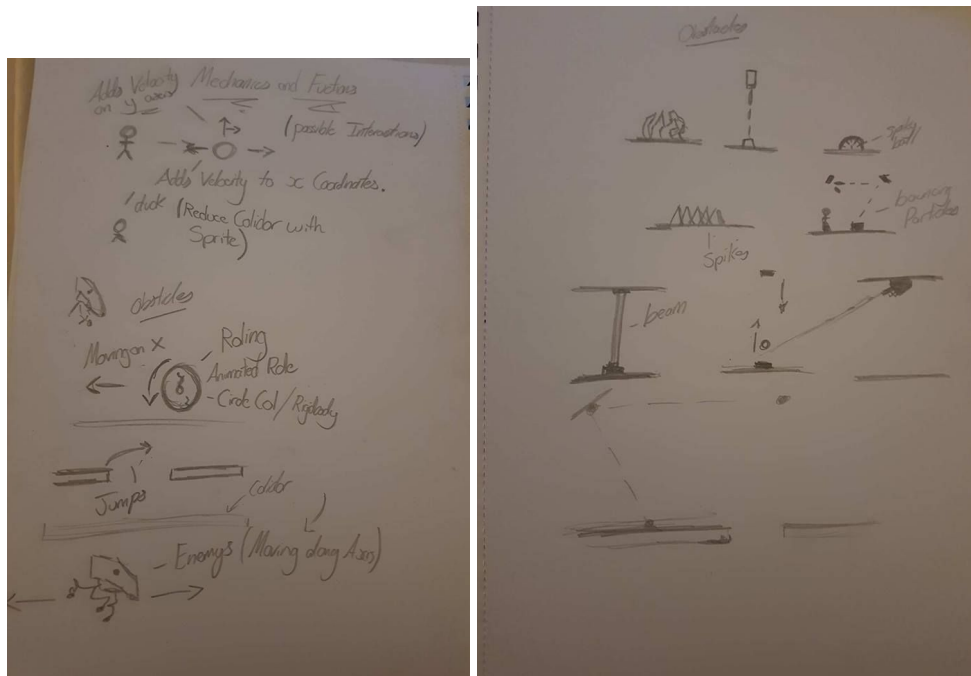


Development Process

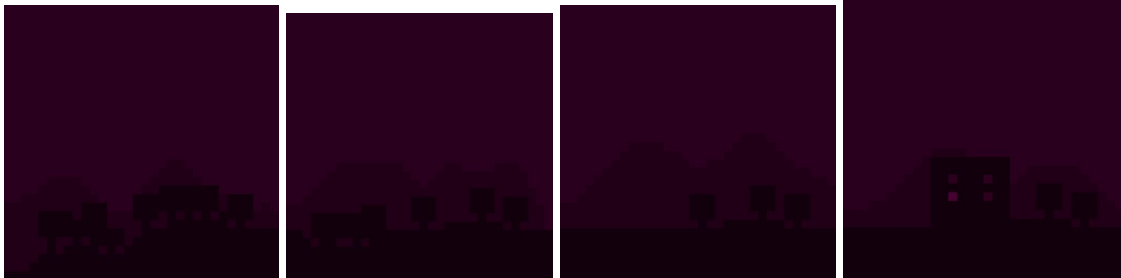
One of the first important steps towards this project was to develop multiple concepts related to game mechanics and the overall stylisation of the project.



Visual assets for the game were also discussed and sketched out to bring out the initial concept of the game. These include backgrounds, structures and main characters.



The backgrounds in the game were sketched out using photoshop as experimentation with building, trees and depth was achieved. These backgrounds could have included more detail in relation to height such as clouds and sky since the player travels upwards in the level.



This also includes a range of platforms which unfortunately left an unexpected white line around the border of the sprite. This was later fixed by re editing the image and adding some adjustment to each layer.



One of the major issues encountered was regarding to the lives script which wasn't being planned out to work across multiple levels. This eventually led to duplicating the same script across each level complicating most of the code but worked well temporary.

```
if (life == 3)
{
    Debug.Log("life is now 3");
    Destroy(GameObject.Find("Life4"));
}

if (life == 2)
{
    Debug.Log("life is now 2");
    Destroy(GameObject.Find("Life3"));
}

if (life == 1)
{
    Debug.Log("life is now 1");
    Destroy(GameObject.Find("Life2"));
}

if (life == 0)
{
    Destroy(GameObject.Find("Life1"));
    Debug.Log("GameOver");
    Cursor.visible = true;
    Gameover.SetActive(true);
    Enviornment.SetActive(false);
    Character.SetActive(false);
}
```

Implementing the gui when pressing the escape button was a challenging task as toggling the gui on and off wasn't working as expected. This was improved by time and research as a temporary solution was discovered but still shows some problems such as not activating upon the first press.

```
if (Input.GetKeyDown(KeyCode.Escape))
{
    Debug.Log(pauseToggle);
    pauseToggle = !pauseToggle;
    Enviornment.SetActive(false);
    rend.enabled = false;
    Pausegame.SetActive(true);
    Cursor.visible = true;
    Time.timeScale = 0;
}

if (pauseToggle == true)
{
    Time.timeScale = 1;
    rend.enabled = true;
    Enviornment.SetActive(true);
    Pausegame.SetActive(false);
    Cursor.visible = false;
}
```

One of the major problems encountered during this development involves in having more than one life being decreased when the player collides with a collider that decreases its life by 1. This was solved by understanding the number of colliders being attached to the player that actually were needed to provide full functionality of other components.

This project could be improved by having a better preparation of code on the whole as its was not taken into consideration how code will be effected through progression of other levels.