

Using the structure mentioned in the analysis document was helpful as so that we had guidelines to follow. The first stages of the brainstorming and choosing visuals were quite easy. We were a bit unsure on which idea to choose as it was between either a high-score based game consisting of aiming in certain targets or either a platformer.

We found online sprites for the spikes, created the UI elements, the background and other minor things in 8bit style and used Unity's robot sprite as the main character.

GitHub was the toughest part for us as code would either corrupt or not upload properly thus we always uploaded our game using Matthew's account. We also tried doing a bug enemy which would emit gas particles controlled by a timer which if the player collided into, it would lose a life just like the spikes. Doing the same mechanism wasn't an issue however, the particles kept glitching and weren't working with the timer properly, so we decided to discard the idea.

Another query which we encountered was when the player jumped on the orb the robot could jump a lot higher than supposed to. It acted as if it was a trampoline. We minimised this issue as eventually got the robot sucked into the orb to pass the level however not completely gone.

Level design wise I think that we did a great job as for the few people who played it told us good reviews on how they got engaged in playing the game.

If I had to do another project I would first arrange GitHub or find a similar web-based hosting service for us to have better backup and less corrupted data. I would personally try to do a high-score based game rather than a continuous platformer as I find them more immersive.