

Task 4- Evaluation

Matthew Tanti

The advantages of the development process is that I can use photoshop and illustration so I can do some quick sketching before I start working so I can have a solid idea of how the game would look like. For the disadvantages, I had was the fact that I am new to coding so all of this was new to me I had to do a lot of research to find the right code. If I was to give some notes for the next project, it is to stay calm and also type the code right because sometimes the problem is how I write them.

Michaela Aquilina

We were successful with the design of the game's mechanics, menu and object designs.

Beginning with the game itself, the Player character (the Dog) was created first along with a script regarding the Dog's movements. The Dogcatcher's van was made afterwards.

Due to it being my first time using Unity and writing complex coding, I followed multiple video tutorials online to get the desired code functions (for both the Main menu and during gameplay).

The Dogcatcher van was initially meant to trail the player from behind. However, coding it to do so proved to be difficult. The van and its design were instead used as moving obstacles on the road as a result.

During the playtesting portion of our project, it was noted that the player would end up flying/jumping high to another part of the game whenever the dog collides with a sphere (which acted

as a placeholder for the later added obstacles), although Matthew was thankfully able to fix this problem.

No collisions were added to the obstacles, resulting in the player walking through them.

Furthermore, when maximizing the screen at the start of gameplay, the 'Pause game' text in the Controls menu would be next to the 'Jump' text when it is supposed to be at the bottom-right corner of the screen next to the Escape key icon.

Should we have a similar project in the future, I wish to try and figure out a way to code objects to follow other objects. I also hope we could try and have text appear in appropriate places whenever the screen resolution is changed.