

Task 4: Evaluation

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City Dog Dash

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Highlight your successes and shortcomings in a short evaluation, and note any actions you can take to overcome them in your next project. (150 words)

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.