Evaluation

For this assignment we were asked to replicate a game of our choice using Unity. My first approach to the task was to research various different games, it being mobile and computer games. My aim was to chose one that was not difficult to code as I am only a beginner in the subject.

After researching different types of games I chose Flappy bird. I thought it was easier to make than it actually is. I followed a tutorial on Youtube showing me what code and settings to utilize. Unfortunately the video skipped many steps therefore I had to brain storm and try different methods until I did not encounter any errors. Although at times it was difficult for me I enjoyed the process of making this game. I did not encounter any problems in finding the sprites for Flappy bird and did jot need to draw any myself. This was a big pro for since it saved me a lot of time. The bird animation was done right after doing the sprites. The following step was doing the pipe spawner prefab and script. I did not encounter any problems here either as I succeeded right away. On the other hand the game over canvas was a hit troubling. At first I could not manage to make the canvas appear after the bird hit a pipe. I figured that the problem was in the code and fixed it. The score script was giving me trouble as well. This was because the collider in between the pipes and the bird script did not have a set command connecting the two. If I had to improve my replica I would make the bird fall when hitting the pipe instead of stopping in air and have the background alternate from day to night after pressing replay.

Overall I think I replicated the chosen game well. If I was more proficient int the subject I would have done more. I enjoyed writing the codes, it is something that I always wanted to learn. I look forward to learn even more and enhance my skills further.