

MICHELA TABONE

# Game Engine

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## Evaluation

**Ba Hons. Degree Game Art and Visual Design**

For this unit, we were asked to create a game using Unity. We started by doing a replica of space shooter to get a basic idea of how unity works. After doing space shooter I made a replica of Flappy bird. Thanks to doing so I got to learn more about C# script writing.

At first, it was intimidating for me to code. I felt lost and felt like I did not understand what goes where. As time passed I encountered errors which I had to fix by myself (when not at school). This helped me to understand more about C#. I also have no experience in coding but was always curious about it. Thanks to this unit my curiosity is satisfied.

My game, "Lyda" did not go exactly as I planned it to. I wanted a three-dimensional game at first but could not figure out how to make it work. I later decided to make a two-dimensional version of what I had in mind, which worked better for me. I planned to have three levels at first but that did not happen because of the lack of time I had at hand. I am not disappointed with having one level as I changed the genre of the game to be endless. I honestly feel like an endless game is more suitable for Lyda.

I encountered a lot of errors which made it difficult for me to finish the game without flaws. An example of this is not having a death command when the spider goes out of the screen and how when clicking restart the game freezes (but works when clicking pause > resume after restart). I think I would have managed if only I had another week to work on this game but I am still happy with the outcome. Keeping in mind that I had never learned about code before I think I did a good job.

I have a lot of things that I would like to improve upon but my lack of knowledge about C# is limiting my creativity. I am looking forward to making another game with C#. I do not want my memory to lose all that I learned about this topic and having to make another game would keep refreshing my memory further.