

## Line\_Zen\_Palash

The deadline received for this project was too tight, as 2 days is extremely tough to handle & complete a project. Because from a developer's side, a good project requires him to create proper architecture 1<sup>st</sup>, then the flow of the complete project, & next to create interfaces, design-patterns and the abstract classes on which the project will be structured, and then he can actually dive into coding maintain all above criterias.

As I need to do all these in 2 days, including to 1<sup>st</sup> understand the game mechanics by playing the game for sometime, I have tried my best to follow the most suitable design-pattern & possible structured code in the time provided. Though I personally can see few places to improve, but I guess that could have been achieved in little more time.

The things which I implemented in the game:-

- Core Game Mechanic
- Game Physics (movement, collisions, forces)
- 6 type of hurdles added (with more time could have added more variant)
- Generic game difficulty levels
- Swipe sensitivity control
- Tutorial & option of that in settings
- Necessary UI's, like Menu, Settings screen, Pause
- Code architecture using Singleton, Scriptable Objects, Manager-Zone-Controller (like MVC) pattern & S.O.L.I.D principle as far as can in prescribed time.
- Module wise folder structure
- Code-comments added for better understanding whereas needed.