Post mortem of my 2D Helicopter Rescue Game development

• What went right during development ?
Initially I have come up with a few mini-games ideas that will suit the task requirements. Given there is limited time constraint, the game needs to be simple yet being able to demonstrate different behaviours.

As one of my favourite game during childhood is the Apple II Chop-lifter (Apple II Choplifter gameplay at Youtube), I decided to rekindle my childhood passion in making this helicopter rescue game even though it is just a playable prototype that can exhibit simple behaviours for anyone to enjoy.

After conducting some internet research related to Unity 2D development, I was able to collect some useful 2D art assets & reference scripts. One of the most useful ones was a copter flying script that is simple yet configurable. One of the key challenges is to design appropriate game states for the rescue operation because each game object has different individual behaviours at different game states. For example: the helicopter will be in rescue operation or returning to base, survivor at house or being rescued returning to base etc. At the end, I have successfully accomplished this playable game that the player can fly a helicopter to search & rescue survivor then bringing him/her back safely to the hospital at base.

• What went wrong during development?
As I found myself being overly ambitious particularly when making games I really enjoy, I have initially planned to develop the firefighting feature that I have researched how to make the 2D rope in Unity so the helicopter can use the rope with a hanging bucket to collect water from reservoir & drop water-bomb to put out fire on the house. And I have spent more time in tweaking the flying mechanics & 2D art assets for better visuals & flying experience rather than refining the code.

• What would you change if you could do it again?
Given a tight deadline, I would design a less ambitious scope that I am more comfortable to finish, focusing more on modular coding design that would be easier to debug, more readable & reusable.