

### **Task 3 – Evaluation**

The game I created was a replica of doodle jump but instead of using the little green shooting doodle I decided to use Doodlebob; a character in the tv show Spongebob Squarepants. I changed everything to make it more related to the show; for example the background is the default background in the show, and the platforms are pencils since Doodlebob is a pencil drawn doodle.

There were two particular issues in which I got stuck and took some time trying to solve. The first one was when I used the `OnBecameInvisible()` method. This was basically for the death of the player due to falling off or missing a platform. For some reason when I tried to execute this method, it would work, however in the hierarchy of Unity it would attempt to load many scenes of the same scene. Each time I played the game to test, more loading scenes would appear. Eventually, with the help of my lecturer, I understood that we needed to create a Boolean to indicate that by the default the game should be false, but when the player dies, the boolean in the method becomes true and therefore generates the `Die()` method.

Another small problem I encountered was that of the score. At first I was attempting to store everything related to the score in the platform script. Eventually I then learned that part of it also had to be in the level generator script, particularly in the update method. Then, the actual addition of the points on collision with the platform, was to be in the platform script. Therefore the variables in the level generator script also had to be public in order to be able to be accessed by the platform script. After the `LevelGenerator.currentScore += 10;` in the platform script, I added a `Destroy` function to destroy all platforms that had been collided with.