The main action in the game is movement. This has four factors, exploring the level, moving to the location of spheres to collect them, avoiding the movements of the death boxes, and racing against the despair meter. This movement action is achieved through use of standard platformer controls. Up/W/Space are jump and Left/A and Right/D are directional movement.

The hardest part of making the game in Unreal was starting, I found the complexity of Unreal incredibly daunting and learning enough to do basic things took a while. As I went through the project things became faster and more fun, and more complicated things, like making moving enemies, were easier than simple things I did at the start. So, in accordance with that, I would say the hardest thing to get working, specifically, was getting the orbs to move and change colour. I spent a whole day at uni just working on that and there was a lot of frustration. The hardest sub part of that task was getting them to move toward the player when collected while also having them move up and down. In the end, my solution was to move the actual actor up and down while moving the static mesh toward the player to avoid conflicts. There will be better ways to do this, like disabling the up and down animation when the orb is collected, but this worked best while I was learning. Once I started to understand the way the engine was laid out and had a working list of useful blueprint nodes in my head, these sorts of tasks became a lot less challenging.

It's hard to say what the most interesting part of the game is, I would say in general it isn't very interesting, but that's compared to proper games. I personally found the enemies the most interesting. They are the most dynamic thing in the game (other than the player character), and I was very satisfied by the system I made to move them and the kinds of cool movement that I could do with them (twisting etc). I watched a tutorial on moving an actor along a spline, my enemies are way cooler than that because the spline is built into the actor itself. You can place just the enemy actor into the scene and then drag out its spline to determine the path it will move along. I also gave it settings for where along the path it starts and how long it takes to complete its journey.