

## Project Development Report

### Step 1 — Project Overview

Project Name: Arena Collect

Genre: Top-down Action / Prototype

Platform: PC

Team Size: Solo developer

Project Duration: 1 week

Project Goal: Create a small playable prototype to test player movement, physics interaction, and basic game systems.

### Step 2 — Development Report

The project was developed using Unity (3D Core) and Visual Studio. Development started with a paper prototype to validate the core loop. The level was built using simple cubes and spheres to focus on gameplay. Player movement, collectibles, and UI feedback were implemented first.

### Step 3 — Problems Encountered

- 1) Player movement felt slow and unresponsive.
- 2) Collectible placement was confusing.
- 3) Physics objects behaved unpredictably on ramps.

### Step 4 — Solutions / Adjustments

Movement speed and responsiveness were adjusted. Collectibles were repositioned along clearer paths. Physics materials and mass values were balanced.

### Step 5 — Key Learning

Early testing helps identify gameplay issues quickly and saves time in later development stages.