**CS 147 Spring 2021 Final Project Report – Saylor Schwab**

Working on this project took quite a bit of time; I can easily say I put 11 to 12 hours of work into my game. The YouTube lecture series I watched was only 3 hours in total, but I had to continually pause each video to catch up or investigate issues. Additionally, when I couldn’t find the solution in an error I made, I had to start Googling the errors I was getting to research a solution.

One of my biggest takeaways from this project is my knowledge of Bolt, which is a visual scripting tool for Unity. Bolt is a fantastic way for users to create logic for their games without writing code, using instead visual elements to create logical algorithms. As I’m sure the actual code for my game would have been quite complicated, I really enjoyed being able to create my scripts in a different way. While running the game, I could look through my Bolt scripts to see how they were running, where the errors occurred, and then I was able to resolve the issues easily.

I believe I deserve a 100 on this project. I have successfully accomplished what I set out to do in my final project, and it turned out to be much more of a challenge than I anticipated. I have learned an entire new way of using logic to program a game and used it to create a fun (and functional!) game. Finally, I added an additional element to this project to make it my own. When the player reaches the objective of the final level, they are brought back to the main menu so they can try again.

**Sources:** <https://www.youtube.com/watch?v=ApZJGEFYm7s&list=PLivfKP2ufIK6U9oQkUC3hBqVQHkimAGja&index=7>

<https://learn.unity.com/project/creating-a-puzzle-platformer>