CenterLock Post Mortem

What I Learned

In the process of making CenterLock over these past three weeks I've learned more about unity than I thought I could in a month. More specifically particle systems. When first introduced to them (and the horror stories I have heard) I decided not to mess with them until I was taught how to work them. Then, when that time came I discovered that they are a lot easier to understand than I anticipated (besides a few minor things when it comes to individual particle control).

What I Struggled With

While most things In the Unity editor were a lot simpler to understand than previously expected, remembering how to do small things was a constant. Some examples were: Creating a new scene, renaming said scene, remembering how to get TMPro into the project, remembering how to use TMPro in code, and how to debug code (I took an embarrassingly long time to remember that I had to attach the Visual Studio solution to Unity before breakpoints would work). Other than those small things I do seem to struggle with one big thing and that is knowing when to use a Prefabs or Gameobjects When attaching things.

What I Found Fun

To be frank, Unity in general. Just like what I think everyone else is saying, it is a huge step up from using Raylib in the console. But to be more specific, events and particle systems. The events in unity make things a lot smoother, convenient, easier to keep track of, and makes things look better. Plus Unity just feels fun.

What I'm looking forward to learning more on

All the little things mainly relating to code management. I feel as if I have a good grasp on the basics for unity and a touch on some of the intricacies and am looking forward to learning more. Such intricacies include more information about particle systems. I spend a good bit of time trying to get a specific kind of particle effect but I just couldn't figure it out and am hoping that I may learn how to do something similar in the future.

How the project went in general

I feel as if CenterLock went pretty well. There are a few things I was planning on adding but fixing bugs and implementing the actual game mechanics took up more time than I thought it would (Especially bullets, I couldn't for the life of me figure out how to get them to move properly for like a day and a half). But otherwise I feel as if Centerlock came out well and I am hoping to have time to expand it during reassessment.