

## Game Engines

### Task 4

#### Evaluation

Throughout these last few months, we were assigned to work on Unity and Git Hub. And in this task we had focuses on creating a hyper casual. With that being said let's take a look at the thought process that let us to create our game 'Panic!...now with lava'. This game is about a small dinosaur, named Pan, climbing up the mountain to avoid the lava. It is an endless runner with an agility mechanic, and a timed based, if you do not move you will be punished as the lava will kill.

We had thought of the idea that the game would be a small dinosaur hoping his way through the world. But it was far too boring to do, as the game felt like a reskin of a typical runner game. at this time, we maintained the original design of our character and incorporated some adjusts to the game to what we have now.

Overall, this was an interesting experience as this was the first time we have made a game. And with that it was the first time making actual video game. The first issue that we faced was that we over ambitious, while the game was properly planned it was the time for creating it was the issue. This is because we were not prepared for the errors and glitches that happened which decreased the amount of time for making the game. While the experience making it was tricky at first, it slowly got better after some time practicing. And with the feedback that was given by the users, we did our best to implement it as much as possible.

To conclude we both, it was an interesting experience. And the best way to do that is to stay practicing until we get better. As well understanding that it is okay making mistakes. Since the best way to improve one's work, by knowing where you went wrong can help improve the artwork.