

## Evaluation

This year was the first time using unity and C# so I didn't know anything about how they work. During the projects which we did in class I learnt a bit of basics on how the program and C# work but to create Doodle Jump I wasn't able to create it on my own. So I started this project by following a tutorial. The tutorial was helpful and I learnt from it. The tutorial showed me how to create the player movement and how to create the platforms. Then I used other tutorials and other code so I could create more stuff in the game. I also used other code from other projects so I could create other stuff.

While developing Doodle Jump I encountered various problems. Since this was my first time I had to ask the lecturer and my class mates to help me in some parts of the game because I couldn't manage to find how to arrange my problems. One of the problems was how to reuse platforms and make the game never ending. I couldn't manage to do it on my own even though I had the code. But after looking closely at what I was doing, I realized that I had missed part of the code and then I managed to do it.

Throughout the next weeks I intent to continue working on doodle jump and start other projects so I could practice and have more knowledge on how to do use unity and C# so that for the second I would have learnt some basics and I could minimize these problems.