

Space Shooter-

For the space shooter project we had to recreate a similar game in unity. This project required us to learn how to make an object move using keyboard keys. We also had the challenge of learning how to make collisions work with variables in code. It also included the challenge of using sprites for the first time with unity.

This project was one of the first we did as a class. This was good for us to learn what a good pace for learning how to code in unity was. This project also taught us some basics such as using many classes together instead of separately. We also used this project to learn where to get sprites from to use in projects.

This project was really helpful for learning how to use physics meshes. It also taught us how to use forces, and more importantly how to remove gravity if needed. My project also included a special script to make the projectile face the direction it is moving, which was difficult. But the hardest part was randomly spawning the enemies in the field for the player to battle.