

## Survival Game

For one of our related projects we started working on making a survival game. How we did this was he uploaded videos about how to make the project, or you could follow along with him to make it. I ended up the only student to follow along with the teacher instead of the videos, leaving me further ahead than anybody else.

We started by making terrain, trees, and grass as well as painting paths into the ground. After that we made a player, camera system, and a system to identify objects on the cursor. We also made rabbits that moved in a pattern before we split to do the videos. The last step we worked on before changing projects was making an inventory and crafting system, which was the hardest part in my opinion.

This project was very helpful in teaching me many useful skills. First thing it taught me was how to interact with the mouse in game, something that I never did in unity before. It also helped me learn how to use canvas elements and make resizable boxes that have the same shape border. It also helped me learn that I understand better when taught by a teacher than by a video recording of a teacher. This project overall was an important learning experience to me as a person.