* What new ideas or technologies did you learn?

New ides for weapon icons, pickups how to equip weapons to characters when the get to them.

* What did you find the most helpful or useful?

Finally learning how to use the game manager and what it can do will help with the future projects.

* What did you find the most puzzling or confusing?

The thing I found most confused was the animations to sync with movement.

* What surprised you the most about this class?

The thing that surprised me most in class was how easy it is to equip things to players or ai and use those items.

* How will you use what you have learned in this class?

I will use the weapon icon, equipment system and higharchy with scripts in future projects.

The next class I have is mobile game and my sip which I will use some of these mechanic in them

* How this this class make you a better

This class really tested my skills and challenged me to do new ways of coding to move, shoot weapons, equip them etc.

* What went right?

The first thing that went right was getting the wave spawner for the enemies to work correctly. This was one of my favorite things to add to the game because it's like zombies where waves and waves of things can spawn. I stored a wave counter to detect how many waves were going to play. The spawn point locations as well being in a list to see how many spawn points are in the game. Then I just stored the game object that I wanted to spawn.

The second thing that went right with the game was the pickup system for the player and enemy where it would equip to them. The player then can use the gun to shoot at a enemy. How I did this was checked to see if the pickup had the equipped weapon variable and then call it in the pawn script to equip to the player. Getting the inverse Kinematics as well was easy and to understand on how to set up and add to the game.

The last thing that went right and add no issues with was the shooting of the weapon and adjusting them to be different. The shotgun at first was a little tricky but I'm glad that I was able to figure it out. The only thing you need to add is a count for how many projectile you want to spawn and then put it in a check system to count it and then instantiate the bullet based on that. Yuu need a quatanerion.eular to get the range spread for the gun to shoot out in different directions.

* What went wrong?

The first thing that didn’t go well with me was getting the weapon icons to change when the player picked them up. It wouldn’t adjust to fit the picture and I didn’t understand the code. I way overthought the process to change the icon when all it took was one function and to variables to change it. The issue I had as well with the icon was getting the cooldown timer to change based on the weapon. I was stunned when I found out it was that easy to add. I will be using this in future projects.

The second thing that didn’t go well with me was getting the Ai to shoot at the player originally, I hat the projectile be shot from the Ai Controller script instead of checking to see if the enemy had the equipped weapon and if the player is in range shoot him. It would get the distance and shoot but wasn’t the best way to go about it. After a while I was able to figure out how to check if the weapon was equipped and then shoot from the weapon instead. I will think of how do I want this work and write it out on a board first to help prevent the issue.

The last thing that didn’t go well was getting the animations to work with the pawn in the beginning it took me a bit to understand and figure out how to get them to align correctly within code and allow the animations to play based on the speed of the player. I also didn’t bake some of the animations on the y axis so anytime I did those animations the player would fly up into the air. I will check all my animations next time to make sure they are working how they should be and line up.

* What is the most important takeaway you gained from this project?

The biggest takeaway I got from this project was learning how to write code in a better structure and better methods to do things in the game. I would overcomplicate things with code and write big scripts when all I really need is a few lines of code. I got help from the professor on the game manger and how it works, and it really helped me think of different ways to write code better and how much easier it is to implement with other scripts instead of having long lines of code and multiple variables where all I'm calling is one script instead. I wasn’t aware how much easier it is on the game if it handles most scripts. I will be using this structure for my next project where things will be optimized in a better way and code will only be called in the scripts it needs instead of multiple ones.