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| TASK: Game stage reflection |
| Task explanation |
| The task that was given to me to achieve was to collect ideas from different tutorials and learn how I can implement them into my own final game design level. |
| Problems |
| A problem that I encountered whilst collecting ideas from tutorials was the fact that there were too many tutorials to watch making it overwhelming at times to decide on which one was best for my game design. Another problem I encountered, whilst collecting ideas from tutorials was that similar tutorials had different ways on putting behaviours/commands onto objects and enemies. |
| Solution |
| To overcome this problem, I searched for specific tutorials that would assist me in completing my own level for example I searched up on how to give a specific command to an enemy. To overcome this problem I collected the ideas from the easiest tutorials this is because it was to make it as easy as possible and not overcomplicate how the objects and behaviours worked on the character’s and objects. |