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| TASK: Final build of my game. |
| Task explanation |
| The task that was given to me was to complete a final design of my game. |
| Problems |
| A problem that I encountered whilst making a build for my game was making sure the game ran smoothly and that the frame rate did not drop in certain areas. Another problem I encountered whilst making a final build of my game was making the animation for the OBJ (Object)/ enemies run smoothly and they didn’t stay still/static. |
| Solution |
| To overcome this solution, I thoroughly tested the game multiple times, every time I added a new OBJ (Object) to make the game more challenging I would test it out and make sure it ran smoothly and if it didn’t I would overcome this problem by modifying it. To overcome the problem of the OBJ (object)/ enemies being static/still I made sure that every image moved to the corresponding frame it was given. |