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| TASK: Game design interaction. |
| Task explanation |
| The task that was given to me was to make my project interactive an example of this is making the player jump on the enemy. |
| Problems |
| A problem that I encountered whilst making the game more interactive for the player was making the enemies have damage inflicted upon them when the player jumped on them. Another problem that I encountered whilst adding interactions to the game was how the interactions were going to work. |
| Solution |
| The solution that I came up with to make the enemies have damage inflicted upon them when the player jumped on them was to go to online forums and look at different people’s solution to the problem and input that into my project’s events. To overcome this problem I watched tutorials on YouTube on how to put basic interactions work and used knowledge that I gained from the platform tutorial and used it in my own project. |