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| TASK: Game reflection about the enemies in my game. |
| Task explanation |
| The task that was given to me was to insert enemies into my game. |
| Problems |
| The first problem I encountered whilst putting enemies into my game was deciding on what kind of behaviour to put on the enemies. Another problem I encountered whilst putting my enemies into the game was the placement of the enemy’s and where to put them on the map. |
| Solution |
| The solution I came up with to overcome this problem was to research different styles of platformers similar to my own project and then I chose the behaviour that would suit my enemy’s style of play best. To overcome the problem of the placement of enemies I placed the enemies in suitable positions that give the player a challenge. In addition to this I also tested the game multiple times until I decided that the enemies are in the best position that can give the player a challenge. |