

In this learning module Lenny Tran & Robert Dahmer used Unity to create a 2D game. They learned about 2D game design in Unity and how to control the elements of the 2D game through code. They learned how to create game objects – every element of the game. And through the help of C#, they could control the game objects; they used inputs to alter the movement and scale of the character sprite.

- What problems did you encounter and how did you deal with them?
 - A new platform with unfamiliar functions/methods - looked at the docs and lots of trial and error
 - Changing the way the character faced - learned how to alter the x-scale to be negative to flip over the y-axis
- What suggestions do you have for others who might pursue this activity?
 - Follow a tutorial but learn why you are doing what you are coding and to try to use different methods of a game object you learn. Like if you just learned to change the position, try other methods like rotation or scale.

On day 1 they watched a video to see what was needed to know when making a 2D game. Then one day 2 & 3 they loosely followed the video in making a sprite and having it jump. Over the weekend Robert learned more about the code and programmed extra that Lenny didn't understand. After that day the two worked collaboratively in teaching and learning everything instead of Robert working ahead. At the end they had a program where a character could walk on a platform, jump around, move side to side and have the character face the direction of movement.