
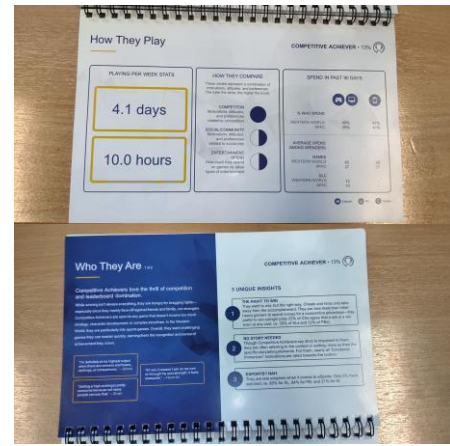
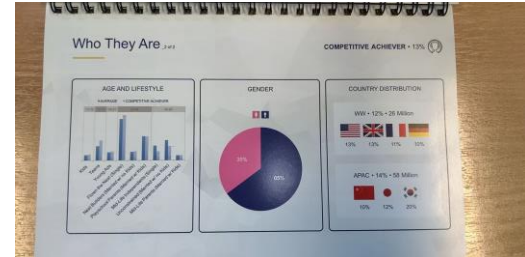


U13: Problem Solving Log

Problem	Practical / Theoretical?	Solution / Possible Solution (s)	Notes / Links
Communication of Sensitive Subject Matter	Theoretical	<p>Using audio to support visuals.</p> <p>Using real-world examples of content from WW – including case studies</p> <p>Minimising the chance of this being a game about death or killing by ensuring that the subject matter is the first thing the audience encounter - I.e., the menus.</p> <p>As I am trying to reach to a larger audience the soldiers in the game cannot be categorized as a nationality or an individual allowing for players to develop their own personal soldier whether he is German, French, or English and experience the game as them. This eliminates any controversy between</p>	 <p>The screenshot shows a game menu titled "Why They Play". It is divided into two main sections: "My Distinguishing Motivations" on the left and "What is Not Important" on the right. The left section lists several motivations with corresponding icons: "Desire of not having to fight" (green), "Desire for glory" (green), "Desire for a good death" (green), "Desire for a good death" (green), "Desire for a good death" (green), "Desire for a good death" (green), "Desire for a good death" (green), "Desire for a good death" (green), "Desire for a good death" (green), "Desire for a good death" (green). The right section lists "What is Not Important" with icons: "Desire for a good death" (red), "Desire for a good death" (red), "Desire for a good death" (red), "Desire for a good death" (red). At the top right, it says "COMPETITIVE ACHIEVER - 13%".</p>

		<p>people and allows you to understand that war is the same for everyone no matter your race, culture, or background. They all experienced the same impact that happened during the war.</p>	
<p>Finding an Audience for the Game</p>	<p>Theoretical</p>	<p>The typical audience for my game genre would be a competitive achiever. Research suggests that many players that are a competitive achiever say that story is not important to them. So, my main problem was intergrading an interactive and gameplay-based story. The age range is 22-44 and 35% female to 65% Male. Knowing this most players would not know about the true horrors of war allowing me to explore different themes to allow each individual player to create their own story. I could use an interactive</p>	

		story told through progression as well as collecting soul cores.	
Taking mechanics typical of the mobile genre to PC	Theoretical	<p>Utilising the full screen for game play – switching from portrait to landscape means there is more screen space to fill. The priority is on the subject matter, and the mechanics are just how his is told. A stronger story means that the audience will hopefully focus less on the gameplay.</p> <p>User input is PC-led and therefore the player has more control that on a mobile device.</p>	 <p>The infographic, titled 'Who They Are', provides demographic insights for a 'Competitive Achiever' (12% of the target audience). It is divided into three main sections: Age and Lifestyle, Gender, and Country Distribution.</p> <ul style="list-style-type: none"> Age and Lifestyle: A bar chart showing the distribution of age groups. The highest concentration is in the 18-24 age group, followed by 25-34, 35-44, and 45-54. The 55+ age group has the lowest representation. Gender: A pie chart showing that 80% of competitive achievers are male and 20% are female. Country Distribution: A bar chart showing the percentage of competitive achievers in various countries. The United States (USA) has the highest percentage at 35%, followed by the United Kingdom (UK) at 25%, Germany at 15%, and Japan at 10%.
The below are examples of technical problems experienced in this project. For a fuller description, please dev. Log.			
Character clips though Collision when falling.	Technical	To solve this, I mad more collision in areas the camera would react to giving a bounce when the player dies and hits the ground.	

Flashlight icon can still be toggled when the player had died	Technical	To fix this I checked to see if the player had died to set the visibility to hidden then to not get an error for unreal not accessing the flashlight icon, I checked to see if the object reference is valid	
The Descending game mode has a collision error causing the player to be stuck in the air.	Technical	To solve this, I adjusted the collision as my static mesh for my walls block all dynamic making the player stuck in the air when colliding into the wall.	
When player dies, they can still open the pause menu	Technical	To fix this I moved the pause menu code from the level blueprint to the main character code. Then I added a branch to check if player was dead.	
Character clips though Some Collision when falling fast.	Technical	I think it's an issue with the camera collision but changing the pre-set does not affect collision much	

		however this issue isn't as bad as the release candidate.	
A Few Seconds Delay after loading screen finished.	Technical	I have checked my blueprints, and nothing is wrong. Running the game in editor is fine and there is no delay. Only when I package the game. This started happening I think in version 5 or 6 when I expended the game tiles.	
Sometimes there will be no text in the quotes box	Technical	I'm using a Set Text & Array. Then using a random float in range to set the text. I've checked and changed the blueprints but still does not show the text sometimes.	

Graphics Menu Screen Resolution will not change when pressed	Technical	When I am in unreal engine the screen resolution changes when I launch as a standalone game. I am not sure if it is an issue with unreal engine when the games packaged.	
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