Unit 13 Final Evaluation

Concept
- The chosen method of delivery was though having a packaged playable game
- The project brief was to create digital media independently.
- My initial ideas were to think off as many game concepts as possible then see if they were achievable for the time limit. Then in the end I chose Endless Runner as I had a solid concept and gameplay in my head.

Refer To Reflective Diary

Research & Dev
- My research was looking at a range of games that I have played and researched on to learn more about the industry and games.
- My research helped push my development as having people play my demo version increased aspects that I had not thought off
- Having a survey helped me understand some of the public feedback on how they interpret games in the genre I am using. The feedback also inspired me to try new things in my pre-production and production.
- My tutorials helped development for this project as using them to further increase my knowledge in Unreal engine.

Refer To Reflective Diary

Planning and production
- I planned my project well as I used Trello to check what I have done and need to do.
- My planning kept updating as some things I wanted to add, I could not fix or implement
- My planning was successful as it helps me keep on track to know what I must do or what can be done later.
- I planned to have certain parts of this project done by. I used, my action plan with Trello to the fullest.

Refer To Reflective Diary
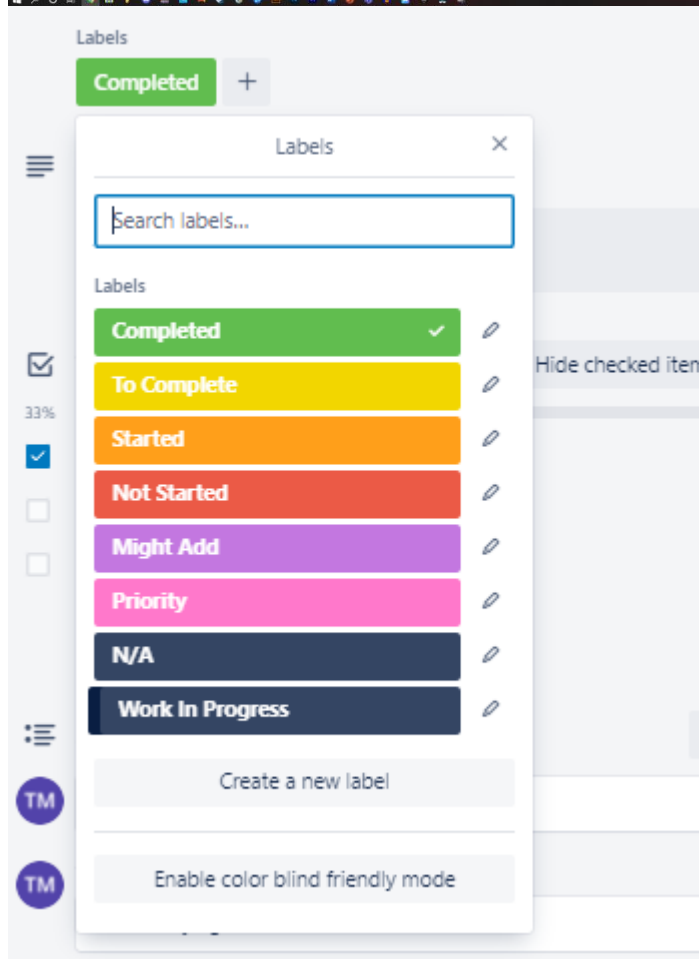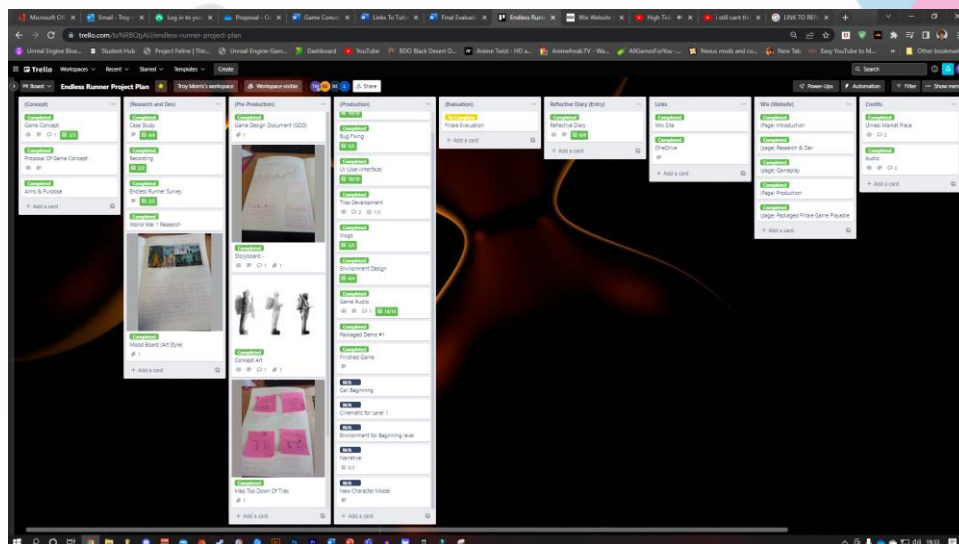
Practical skills
- I believe I did well as developing a game from scratch is exceedingly difficult however using my vlogs, I demonstrated some of the practical work in these vlogs. Some videos I have of me developing were not the end process however they helped me develop the game I have now.

- I decided to do one section at a time so I could stay on track. First, I worked on the gameplay mechanics then User Interface and finally the environmental textures/assets.
- I feel like the end result of my game is what I envisioned in my head, when I first produced the concept. I feel like the game with the audio work has more atmosphere and expresses different feelings.
- The skills from my previous work can be seen on my wix website linked in my main website for this game. Which shows my other work that helped my development in this game.
- I developed a lot more experience in unreal engine as a whole and produced my first full game. While some bugs and things I could not implement I am overall very content with the finale product.
- Having people test my game helped give me a picture of what the new player experience would be and define the later production from feedback.

Refer To Reflective Diary

	Name ∨	Modified ∨	Modified By ∨	File size ∨	Sharing
📁	Blueprint Development	2 days ago	Troy morris	1 item	Shared
📁	Retarget Animation For Character	2 days ago	Troy morris	0 items	Shared
📁	Tiles Dev	May 23	Troy morris	1 item	Shared
📁	UI Dev	May 23	Troy morris	1 item	Shared

These have videos of me working in engine

Problem Solving

- I demonstrated a lot of independence as I only got some help from peers but, I had to solve a variety of problems myself
- I had a lot of technical problems with making this type of game using only procedural generation however using Trello I noted some of the bugs I had to fix.
- I had to learn new techniques and development processes independently without external help.
- Taking a genre typically for mobile and developing it to pc was a struggle as I want the player to think this is physically and gameplay wise built for pc.
- Investing players into their own story of the game allowing them to visualize their own soldier that was in the war (different nationalities, races, and backgrounds).

Refer To Reflective Diary

Presentation
- I presented my work professionally though the use of my website and I have the game downloadable perfect for an end of year show.
- I used all my skills to demonstrate all my work either on Trello with detailed planning or how I labelled work on OneDrive consistent and understandable

- I think having my website detailed helps get across the idea and concept for this game massively.

Refer To Reflective Diary

Aims & Purposes

- **(Aim1) I want the game to have a unique style/theme (more abstract)**

I believe I have achieved this as using different shaders and materials has given my game a dark, dreary feeling. Using rain, I can emphasise to the player depressing emotions as rain has connotations of sad, depressing, and negative.

- **(Aim2) For it to be packaged and playable. (Versions of the Game)**

I have finished the development and packaged on OneDrive. The game is also available on Wix

- **(Aim3) Trello planning clear and concise.**

I used labels to plan what to do and in what order.

(Refer To Planning Images In Evaluation)

- **(Aim4) To inspire more people to learn about history.**

I feel like the game can inspire some people to learn more about war in general however I feel like the game is more cinematic, however though the use of documentary I can teach players of stories of unknow soldiers in the war

- **(Aim5) Production finished to a standard I am okay with.**

I am overall happy for how the game is presented and published. I would like to adjust some things however the player experience will not be affected by this.

- **(Aim6) I want the game to be viewed more as a pc game than a mobile game.**

I think I have done a decent job of how the game is presented to link with the theme of war and graphics wise, the game looks high quality on higher settings. In my opinion I believe that the game looks professionally made for a student with some experience working in engine.

Evaluation and reflection
- The key decisions I had to make with this project was cutting content as some issues could not be fixed in time for the deadline or ideas, I wanted to implement did not fit the style of the game but could add value to other parts of the game.

- In my initial concept I said I would create different environments for the game. However, after researching about WW1, I decided to change my approach and stick to the same environmental design as I felt like this would be more consistent with the game.
- The main success was the audio as this has the most impact on the player as sounds of explosions and fighting gives the player a sense of danger as well as the unknown. This keeps the player wondering what will happen the further they go.
- I wanted to change the player model to a soldier to really give the game a sense of war however with key use of the shadows and lighting in game. The player is more of a silhouette allowing the player to picture themselves in the game. I have received numerous feedback by peers and friends helping me push production and the overall quality of the game.
- If I had more time on this project, I would fix bugs and other inconveniences that the player has no control over.
- I decided not to use Trello for my reflective dairy and use videos as I could describe my process and decision for each diary entry, I believe this was the right choice as my research and dev on Wix can be more engaging with me talking instead of just a word doc on the page. Plus, my layout for Wix used videos to demonstrate my project in a more engaging way then I had done before.

Refer To Reflective Diary

Rain can also undertake a fairly negative role, in that it might inspire feelings of sadness and depression. When it rains, it's dark, which might bring out negativity and empower the negative feelings and thoughts within us. (Text From Website)

This is to show my reason for adding rain to my game (Linked to Aims & Purposes)

Link
2022. [online] Available at: <https://symbolismandmetaphor.com/rain-symbolism-meaning/#:~:text=It's%20scientifically%20correct%20that%20rain,(more%20on%20that%20later> [Accessed 15 June 2022].