Platforms A3 Reflection

Section 1: Time Expectations VS Total Time

- For section one, Marketing. The reason why I went under the expected time (19 hours) is due to receiving advice on fixating my view into a more impactful areas for research. Upon meeting with Dr. Sirsi from the Schulich School of Business, he offered invaluable advice. The template I used was created with the help and advice from Dr. Sirsi. Due to that template, my research took substantially less time.

- For section two, Marketing Communications. The reason why I went under the estimated time (2 hours) and instead completed the work in half the time is because The assignment turned into a group project. Instead of conceptualizing ideas for the entire sheet and formatting, my role was to prepare the write up to be used in the sheet.

- For section three, UI. I found a new appreciation and enjoyment for drafting templates. This was quite tedious and I spent a lot of time on completing the areas. The main reason why I went over the expected time is mainly because my research on successful games took longer than expected. I only drafted concepts and could not push them to finalizing as my work was mixed into a group assignment. Other students will use my work and finalize it for our group submission coming this Wednesday. My work was shifted to creating Logo's. The logo's I worked on are attached in the assignment.

- For section four, Extra Tasks. I had two components listed here. One was a wish, the GDD editing was not completed. I simply could not allocate time towards this during term 5. Perhaps I can complete this next term as my role upcoming will be allow me to be more flexible with my time. The dialogue concepts for auditions was created in a team effort with our writer Daniel Lance and I. This was not included in my previous chart. However, it was work I completed earlier in this term. Lastly, I am in process of making a powerpoint to showcase Shift's UI design and explanation. As it is a WIP, it will not be included in submission.

Section 2: 6th Term Development and Questions

What skills will I be furthering in Term 6 and why.

The skills I will be focusing on and furthering is in Sound Design and in assisting in Level Design. In relation to Level Design, the lighting and post processing and perhaps cinematics as well. During my tenure at the film school, I have learned that I do not like 2D art (in terms of anything besides templates). I do not like Modelling either. I have a good ear for sounds and music. Audio class provided me with an option that I was not aware was a possibility. I plan on working closely with Darrel and Daniel next term in sounds, dialogue, music and more. As well, assisting Spencer in Level Design.

The assets I am excited to get into the capstone will be seeing my UI elements getting into the game. As well, I am excited to be getting experience and audio assets prepared for Shift. I look forward to gaining experience in audio while being mentored by Darrel. I will also like to receive more advice on game design advice from Brad and speak often with those two teachers/professors. I seek to get more advice also from you, Connor, on more possibilities for work.

What I am excited about is having more time on my hands. I plan on using time I was putting towards school on asset creation and managing my gaming channel in collaboration with some friends. Content creation, asset creation while looking for a job will be a good way to pass time while job searching. Perhaps seeking an apprenticeship under Darrel and assisting future capstone on the audio side. I hope to apply to EA and Ubisoft specifically. I would like to become an associate producer, sound designer or game designer for EA or Ubisoft. Projects I would truly like to work on at EA is the NHL franchise, Star Wars games or Apex Legends. On Ubisoft I would like to work on Assassin's Creed or on Far Cry. However, I am fine with anything they offer as it will provide amazing experience.

My excitement has truly changed. I came in with more enthusiasm than what I will be leaving with. Covid certainly played a part in this. Regardless of enthusiasm, I am just excited that I will finally get to spend all my time as a Game Designer, Producer, or in the Audio area for games. Those area's are the ones I want to work in moving forward. I look forward to working hard, meeting new people and working my up the chain.