# Development Blog

Shooting sCars   Group 6

Jian Wei

1. My contribution to the project

Design and Implement the User Interface for Various Game Elements: This included creating an intuitive interface for power-ups, improving the crosshair for better accuracy, and integrating a minimap to enhance player navigation. Additionally, I worked on incorporating two mirrors in the first-person view (FPV) to provide a more immersive and realistic experience for players.
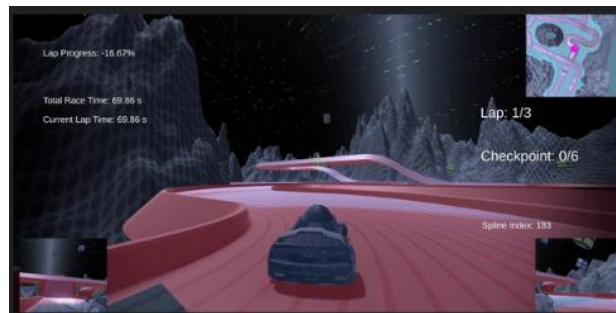
Improving the Car Mechanics: I focused on refining the car's handling to give it a lighter, more responsive feel, making it easier and more enjoyable to control. This involved fine-tuning the physics and responsiveness to ensure a smooth and engaging driving experience.

Concept Development: Along with my team members, I contributed ideas for the game's gameplay and mechanics, story and characters, level design, art and aesthetics, technical specifications, marketing and monetization, and production plan.

Presentation, demo and GDD: Collaborating with my team was essential throughout the project. Together, we prepared and delivered presentations and demos, showcasing our progress and receiving valuable feedback.

2.   Games I have played

I primarily play casual, puzzle, and simulation games. Since I am from China, most of the games I encounter are released by Chinese companies. For example, I have been playing Onmyoji, a game released by NetEase, for the longest time, having played it for a total of 7 years. In the past one or two years, the games I have played include Onmyoji, Mahjong Soul, and Goose Goose Duck.

For me, Shooting sCars is an entirely new game and a novel experience. The development process of this game has taught me the importance of precision and user experience in competitive games. While formulating the marketing and monetization strategies, as well as the production plan, I gained a more concrete understanding of the two different user groups: casual gamers and 'serious' gamers. Additionally, through discussions with other groups, I gained more insights into the European gaming market. I think that the overlap between the European and Asian game markets is quite low. Some games that are well-known to European classmates are completely unfamiliar to me and my Chinese friends, such as Rocket League.

3.   Individual reflections and considerations

Before taking this course, I always thought that independently developing a game was an extremely difficult task. First, you need to have unique ideas, which is often the hardest part. Secondly, you need to be able to draw and model, which is almost impossible for someone who can only draw stick figures like me. Moreover, you need to use code to complete the game. Before understanding game engines, I had no idea how to use code to create a game. So even though I had thought about making games before, I never invested time in it. Thanks to this course, I first got introduced to Unity. When I visited Unity's official website and saw some excellent tutorials, I realized that making a game was not as difficult as I had imagined. Of course, if you want to create a game that can actually be published, using Unity's free asset library is far from enough. However, this course's exploration has given me a clear understanding of the various tasks involved in game development.

I really like the group format of this course because everyone has their own gaming background, ideas, and expertise, and bringing these together often results in unexpected outcomes. By collaborating with my talented teammates, I have gained a deeper understanding of Git, Unity, and 3D modeling, which will be immensely beneficial for my future career development.

Finally, I would like to share some of my thoughts on game development. I believe that the most important aspect of a game is its idea. A strong, original concept forms the foundation of a compelling and engaging game. Without a solid idea, even the most technically proficient game can fall flat, failing to capture the interest and imagination of players. Other things I think are more important are the style of painting, the background of the story. I think that technology is the key to whether or not you can complete a game, but it's not the key to attracting players.