

Underground | English Report

Underground Project Section

underground.heliohost.org

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Thomas Labadie

Well, that was one funny year... and a f***ing manly project.

SPEs told us that 3D was hard, but we were ready to work hard. They told us that using a known framework (like Ogre/Unity) would make it easier, but we wanted to learn it from the basis, so we didn't chose this option. They told us that it would be harder to get good grades, but we didn't care.

"We were young and dumb but we had heart"... until we saw the abysses of Direct X.

They didn't lie about the difficulty, it was really hard at the beginning. It took us two days to create 2D triangles... But I think that most of us learned a lot from this experience. For example, after beginning this project, we learned how to use matrices, multiply them, and discovered many things about 3D games, even though it was only the beginning of the year.

I think that the most impressive fact about this project is how we have improved. To be honest, the first presentation was a complete disaster. The game crashed during 13 of the 15 minutes of the presentation, and was laggy as hell, without any collision management, sound, or even menu.

Currently, we have an awesome memory management (the rooms of the labyrinth are moved, instead of being removed/reloaded into the memory), a 3 dimensional interval tree to get the fastest collision management, a good sound engine, and a monster.

And the best thing about it is that nearly everything was made entirely by us, except for SharpDX and DirectShowNET, which are respectively an open-source implementation for DirectX (used for all the 3D work) and an open-source implementation for DirectShow (used for the videos)... so currently, every part from this project is open-source ! :)

Last but not least, I suppose that I have to talk about how I felt doing this project. As you may guess, I felt pretty great, or at least, *when it worked*. We were mostly united by the work that had to be done, except for our graphic designer, because we had lots of graphic limitations due to our home-made graphic engine. But he tried, and I have heard back from a number of groups that having only one member who is not extensively working on the project is pretty good !

Bastien Gaultier

During the last years the project Underground have met many problems during the presentations, like the game that crash on the beginning of a presentations, invisible wall that appear in front of the player during the explanation of how we made work our collision systems, we also have pc that died before the examiner enter, and then, when we change the pc, the power point version wasn't compatible with the power point reader install on the pc so the power point have some bugs, like video that didn't start, and many other, but each time we manage to succeed to deal with those problems, because I think that we was well prepared. But there on problem that we didn't succeed to deal with, it is the cohesion of the group, in fact during all the year, I feel like if there was not a

common goal, but that everyone have is on goal to reach.

That is probably why I think that we didn't do a real team work; we work separately on thing that we build up at the end to make a game, but at the end we got a good game, that work very well, but I have the feeling that we can probably done something better and add more thing to the game.

I know that I'm not good at all in team work and communication, but I regret to not try to work more with the group and less alone, and not to try to give cohesion to the group, but in fact that wasn't really my work. I also regret to have lost too much time on modeling works, and not done enough of other works, like working more on animation or other thing. I don't think that I have done by best on this project. But, despite of those problems, it was fun to work on a 3D game, and learn to use DirectX, even if it wasn't truly DirectX. It was also fun to see the evolution of our project; after all we have start with a simple triangle at the very first time, on which we can only change the color, and we transform it to became a fool game 3D.

As a conclusion, I will say that this project have, like everything else, it's good and bad sides.