

Development diary 7

Professional Practice CMP4271

05th of December 2020

Character and story creation



7.1 Premise

The initial task was to create a range of ideas that could be used to create a character that would have select attributes from a list of some predefined categories chosen by other people, these were as follows; physical appearance, personality and behaviour, skills and abilities, role within the game and interactions with companion(s) (if any).

7.2 Rules

Each individual in the team had to have input in the creation of the character, to do this they were given a list of characteristics in which they had to choose from, these were created by the groups involved. However, the groups could not pick any of their own intellectual properties and were required to chose one from each of the above categories (physical appearance, personality etc…) from other individuals in the class from their created characteristics.

7.3 Software

Google Slides – this was used by the group to create the presentation; these were typed up in a digital format by the team and presented to an audience.

Microsoft Teams – this was used as individuals to generate character descriptions and skills through a spreadsheet format that could then be used by other teams to select the characteristics of their choice for their character.

Discord – this was used as a communication tool by the individual members of the group to be able to work together effectively on the task given, specifically when creating the joint presentation to collaborate ideas for the PowerPoint which was comprised of the character and the story that they created.

7.4 How it was used

The characteristics that the other teams had chosen were carefully looked through and decided upon to create a back story for the character. The backstory was thought about and created as a team using the aforementioned software, the story was then presented and the aim was to get the audience’s attention to compel them into wanting to know more about the character and their journey that would follow.

7.5 Teamwork experience

Whilst working with Rowan Noble and Spas Spasov, it was easy to communicate our ideas as a team. However, for this project it was helpful to have two team members who could help draw up ideas for the creation of the character and their story. It was also possible that being in a team would have hindered the process as much as it could have created difficulty, as experienced with previous projects, specifically when people had conflicting ideas about which characteristics should be chosen or what the background of the character may have. Thankfully this was not the case with the team. The team worked well together, actively listened, responded to and encouraged each other throughout the task.

7.6 Reflection

I have learnt that it is much easier to convey ideas and come to an agreement with others whilst working in a small team and therefore making it easier to alter ideas to further build upon the general shared idea and story of a character however if this was done in a larger team then there would have been more conflict between character traits giving us less time to work on the presentation.