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Game Engines

12/13/2024

This project has really opened my eyes. As I got deeper and deeper into the project, I encountered more and more challenges and issues. That’s to be expected, but I couldn’t have imagined the true scope of said issues. Many solutions to simpler problems came from Youtube tutorials and code snippets on the internet, some from chatgpt, but sometimes those solutions created bigger issues later on down the line.

Part of the issues with coding is simply my lack of knowledge of the C# programing language. It’s not very hard to understand after working with it, but, especially early on, I’m unaware of the scope of the language’s functionalities and practices. Some things that seem so simple were beyond me being able to conceptualize on my own without help from outside sources. Another issue came from the organization of my code, and that’s my own fault. Following the tutorials I found made the organization go a little haywire. It functioned! But it is far from optimized. It’s something that will just have to be learned over time and effort.

Another challenge, also the fault of my own, was finding time for working on it. Being a full time student and living on my own in Missoula Montana is not cheap. I tried working a job as well as attending school which didn’t leave a lot of time to balance schoolwork and personal time. Now I know my limits on my work load. Without a job to work around, I’d have more time and be able to stick to my sprint schedule for working on my project. It would also be nice to work in a group rather than alone, as it would split the work load. I understand the risks that come with that, as I’ve worked in groups before, and it can cause lots of problems working collaboratively. Web development projects are no joke! But it would remove some of the work load as well as the creative work. As far as my imagination can run, it always helps to have another mind in the loop.

I don’t believe I reached my goal. My demo still feels strange, the camera doesn’t work as well as it could, and it looks far from polished. Like I said previously, had I allowed myself more time and stuck to my sprint, I think I could have turned out a much better product. But by not limiting my scope appropriately, I cost myself a lot of time and potential polish.

I had a lot of fun with the project regardless! I may not be fully content with my current product, but it was a very interesting journey to get to where I am. If I want to really work on this and create a finished product, I think I’d restart from the ground up. It may have some good ideas, but the implementation could have been much better. I also think I need to step back and work my way up to a 3 dimensional project. I have other ideas for games I would like to create, and could possibly be good projects to help build myself up to more complicated projects! So if I choose to continue the route of game development, I think I’d like to scale back and worry about 2 dimensions instead of 3. Not that that means its 2 dimensions is that much less complicated, but perhaps easier to understand! I already have a group of friends interested in creating a metroidvania type game with a theme of Norse Mythology! So maybe that can be my real start with game development!