Specialiseringslänk:

Hemsida

Varför valde du att göra det specialiseringsprojektet som ni valde?

I chose to make a node scripting system because I have always been interested in creating gameplay-based systems. However, I have always created inheritance based systems, and I wanted to create something more modular that could work with functions.

The goal of the specialization was to create a node scripting system, like Unreal Engine's, that level designers could use to create game logic. As I had already created the core of the system before the specialization, I had to specify smaller goals that were going to enhance the functionality of the core system. The three big subsystems that had to be created were "Custom Events", "Variables" and "Command Tracking". But I also included some editor specific features such as drag and dropping of GameObjects, search functionality for nodes and node grouping.

The scope of the project was based on what I thought the system needed to be useful. But the time aspect was obviously something I took into consideration. When planning, I realized that I was not going to be able to make the deadline if I only worked during project time. I decided that since I want to create a great system, I had to sacrifice my free time to be able to make the deadline.

Hur fungerade din tidsplanering?

I did not necessarily divide the project into daily tasks, more so weekly tasks. For example, I said to myself, "this week I am going to fix variables", and the steps to fixing creating features came very naturally. In the beginning I was on track with the project. It was only during the development of "Custom Event"-nodes that I decided to refactor the entire memory management of the system to allow for more modular functionality and as a result I fell behind the schedule.

The planning stage was mostly for creating a structure for in which order the features should be implemented and the expected time features should be done. I would personally say that the planning did not affect my work that much. The reason is because I had a defined list of features I wanted to implement and for the most part I had a line of though on how to implement them. The only thing I needed was time, and I felt like enough time to create all the important features. The only feature that I didn't implement that I had plan to implement was "node grouping" which is more so an editor feature than a system feature, so I decided to cut it.

I realized about week 4 that custom event nodes were going to be hard to implement, so I decided to start implementing them earlier than planned. However, to really leverage the potential of custom events I had to refactor the data management of the system, going from a more hardcoded solution to using a technique called "type erasure". This was a big refactor and took time that I hadn't planned for. Otherwise, I thought the time estimations were fine. I worked a lot on the system on non-project time which I had mentally prepared for, but a lot of features took longer than what was planned for in the schedule.

Hur har du tänkt när ni har byggt er portfolio?

I do not have any specific companies that I want to show off my work to. I simply show what I have done in TGA and hope that a company needs my skills. Obviously, I chose to showcase the work that I am most proud of and that I think is most impressive. For instance, I chose to highlight my work on project 6 because I did a lot of important features such as: navmesh, collision and enemies.

I try to present myself as professional as I can, be as informative when I describe the work I have done and to showcase to the reader that this is what you get if you recruit me. Most of the skills I showcase is just the result of the feature, with images or GIFs, to make the reader get an overview of what I can do. However, with the specialization I show some code as it is a very technical system.