

Individual Report

40291478 – Ciaran McMahon

Overall, I have found this module to be quite stressful because of all the circumstances that have happened throughout it. At the start when groups were first made we were communicating very well and all agreed on an idea for our game very quickly. The sad part is that was the only thing we communicated and produced well. The next step was the Game design document that I had to produce by myself because Calum was ill and Mengzhao would never really offer to help or have a say in most things.

After the document was done Mengzhao had said he added a bit to it and Calum apologized for not being able to help and said he would do a lot of the game to make up for his lack of work. This was the last time myself or Mengzhao had heard from Calum. I tried to reach him on many different platforms and even through the module lecturer. So, the group that was three members became two and we were falling behind fast.

I felt at this point I was going to have to do the work by myself as me and Mengzhao hadn't spoken much or ever even met. I tried to motivate the two of us by planning so that we can map out what were going to do but that was all for nothing.

Shortly after I contacted the lecturer again and took him up on his offer that was on the table. I now had the task of creating a game that we hadn't started by myself in the two-week extension I was given. I guess that's the purpose of these modules to overcome obstacles and learn the real-life environment problems that can happen. I feel like Run N Gun has been done to the best I can do in such short time and by myself. I am of course disappointed in not achieving what the group had set out to do in what we had pitched.

In conclusion a lot of things could have gone a lot smoother. I had high hopes at the start of the development process but then everything that could have gone wrong did. I have enjoyed working on this game, all be it by myself. The final report since it is just me in this group will discuss the techniques used by myself in the creation of Run N Gun.