# System Miami Meeting 3 Notes Mentor Bill Buckley

**Feedback:**

Doing a great job!!! 🙂

Feels like the gates opened up and in your race to make things Very good to do that; Focus on a few things

Not here to change your mind, only guide

# Beautiful corner

Take one small area TO FINISH final art, final effects, UI, sound Point to this 1 thing as a compass where everything goes towards it

# White box

White box, no texture in the space

Work on the character actions, performances, animation Focus on the characters independently

Focus on your 3 C’s independently

# 3 C’s

Combat Character Controllers

# Layla Question

Overworld and Combat - How to transition data from one to another

If I was working on it I would try to keep controls on the same pawn, same character As opposed to having two separate ones

Normally develops in Unreal with Blueprint, but same idea: keystroke shortcut command such as “P” to switch between

Something far away from WASD

Bill wants to put on Publisher hat and review your GANTT chart

Not ahead of schedule- riiiight on track

(NEVER tell a publisher / client that you are ahead of schedule)

We are planning to be first playable November 1st

Pre-Alpha in December

Huge shift in dev/client dynamic when shifting from presenting your own work to sending Builds

- Presenting your own

- Controlled environment

- Avoiding bugs / broken gameplay

- Sending builds

- You are not in control

- They can do anything with it

- They’ll see what’s broken if they test enough

It’s understandable when something isnt working Be transparent in the development notes

There is an unknown when you start making builds

**Smoke testing**

1. Does it start?

2. Does it run / not immediately crash?

3. If 1 & 2 are yes then send it

# Pocket Build

# - A stable Build made in anticipation of a deadline

# - If you anticipate needing to work all the way up to a deadline, save a Build if you hit a stable point along the way.

# - In a worst-case scenario, where things break right before the deadline, you have a stable Build in your pocket

Hypothetically in 2 weeks you want to send a build

Someone works on it and then oh no things broke now I need to roll back Now you’re scrambling

1 week into it I have a stable build Flag that build

Put it in a folder

Keep it in your back pocket just in case

Be a few steps ahead of what you show your teacher and publisher

Its okay to say I’d like to get your opinion - but dont showcase until stable Always show your last stable build - keep saving iterations along the way **NUMBER YOUR BUILD ITERATIONS**

# Questions about GANTT charts:

**Do you know any good softwares or methods?**

*Solutions: Gira, Google Sheets, Google Calendar*

# Every time Layla tries to make a GANTT chart, her wires get crossed, how to group them?

Do it by team, some things are the same…Do it by feature and color code bars? *When it comes to this you want to keep it as simple to read and use as possible Put a stake in the ground and say you want to do it by feature*

*This feature needs to happen before this feature*

*The sequence of events that need to happen to get the game done*

# What is a “feature”?

*Inventory is a feature*

What about picking something up and adding it to your inventory? *Let’s add that to a bigger system- like:*

*“Interactivity”*

*- Buttons do things*

*- Characters interact and collide with things*

*You can even put it in “Character Control”*

*When you plan to have it locked down*

*You’re taking the priorities of the game - there are a lot of tasks - what’s most important You want a first pass, that’s good, moving on-*

*It’s hard to move on but you can’t spend weeks polishing without holding up production You must recognize when it is time to go to the next part*