Reflection

The project has been very difficult thus far and I’ve continuously encountered blockers that hinder my progress. The most constant one has been scheduling. I’ve had work intensive classes this semester, and I’m also working on another capstone Class right now, meaning I’ve had to manage and work on two projects at once this semester. All that doesn’t even include being an athlete and having a part-time job. All this combined has caused my project to fall behind more and more and it has reached a worrying point. My game is far from completed and we only have a few weeks left. I think it is still within my capabilities to finish a working game by the end of the semester, but scope has been significantly reduced compared to my original GDD. Blockers in my actual work haven’t helped with this. The most time-consuming blockers have been in animation. I wanted to do animations myself because it was a skill I wanted to refine, but it has single handedly caused days if not weeks of delay. This goes both for animating itself, and for setting up the animation controller for the animations to behave correctly in-engine. In more successful news, my animation controller is behaving as intended as of right now despite the delays. I’m hoping to take this coming week to finish the remaining animations. With the knowledge I’ve gained in animation so far, I’m hoping I will be able to finish the remaining animations in much less time. I also still need to set up my 3d models for physics-based interaction, but I’ve reached a point where I am considering scrapping this aspect for the sake of presenting a refined, albeit simpler, project. I intend to commit as much time as possible to delivering on my original goal, whether I succeed remains to be seen.