

RETROSPECT

CRYSTAL REALM: THE RESURRECTION OF YUT NORI



Producer: Stacie Rajkovics

Lead Designer: Samuel HyunGyu Kim

Lead Developer: Sota Ogo


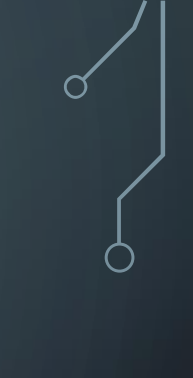

Junior Developer/Designer: Joseph Lee

Quality Assurance : Tae Chon

Sound Engineer: Alvaro Licea, Jr.



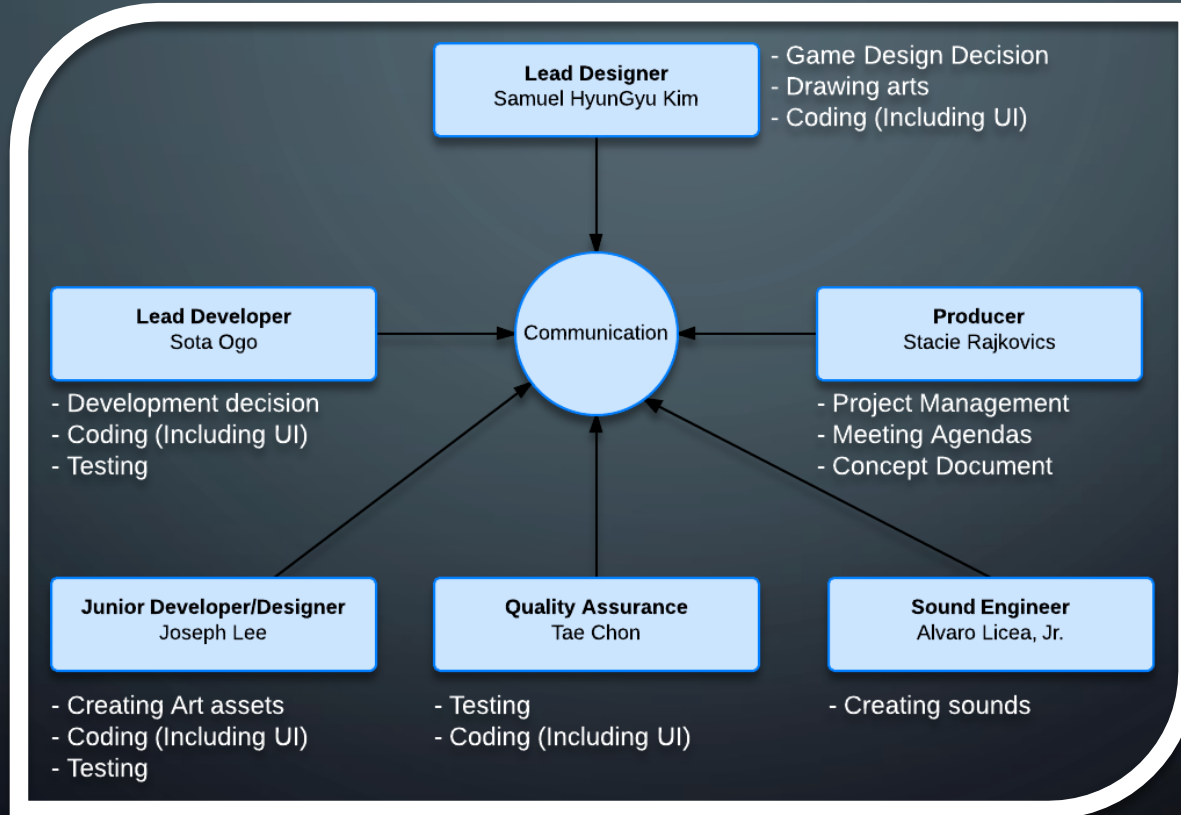
OVERVIEW

- Team
 - Process
 - Tools
 - Game
 - Lessons Learned
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TEAM

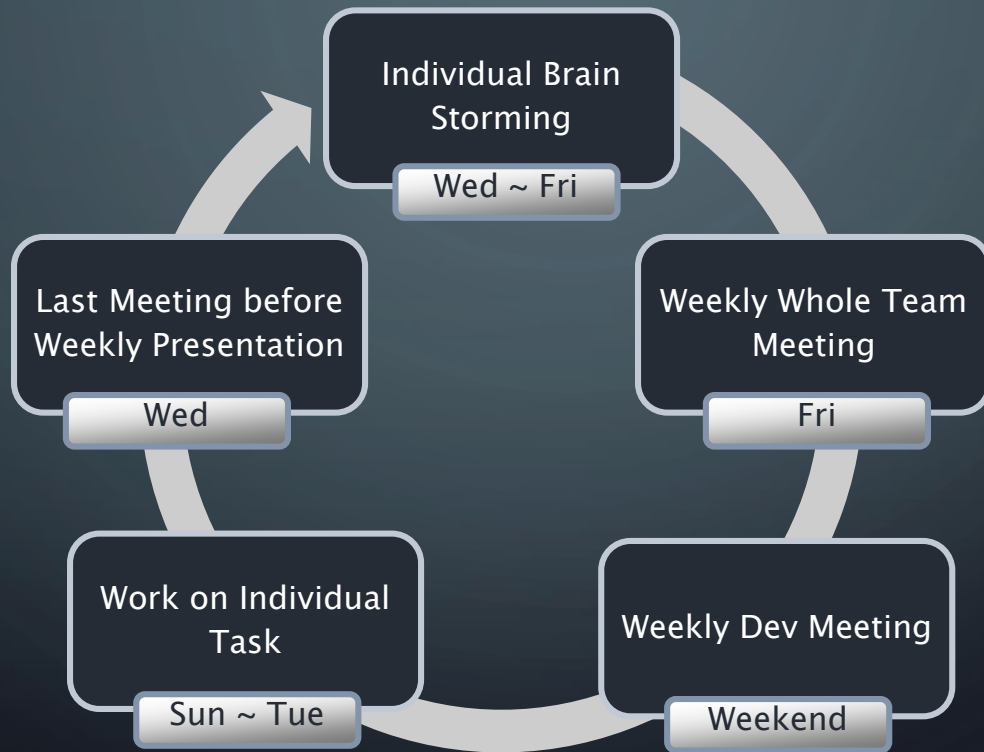
TEAM WORK



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PROCESS

BRAINSTORMING/WORKLOAD



Lead Designer

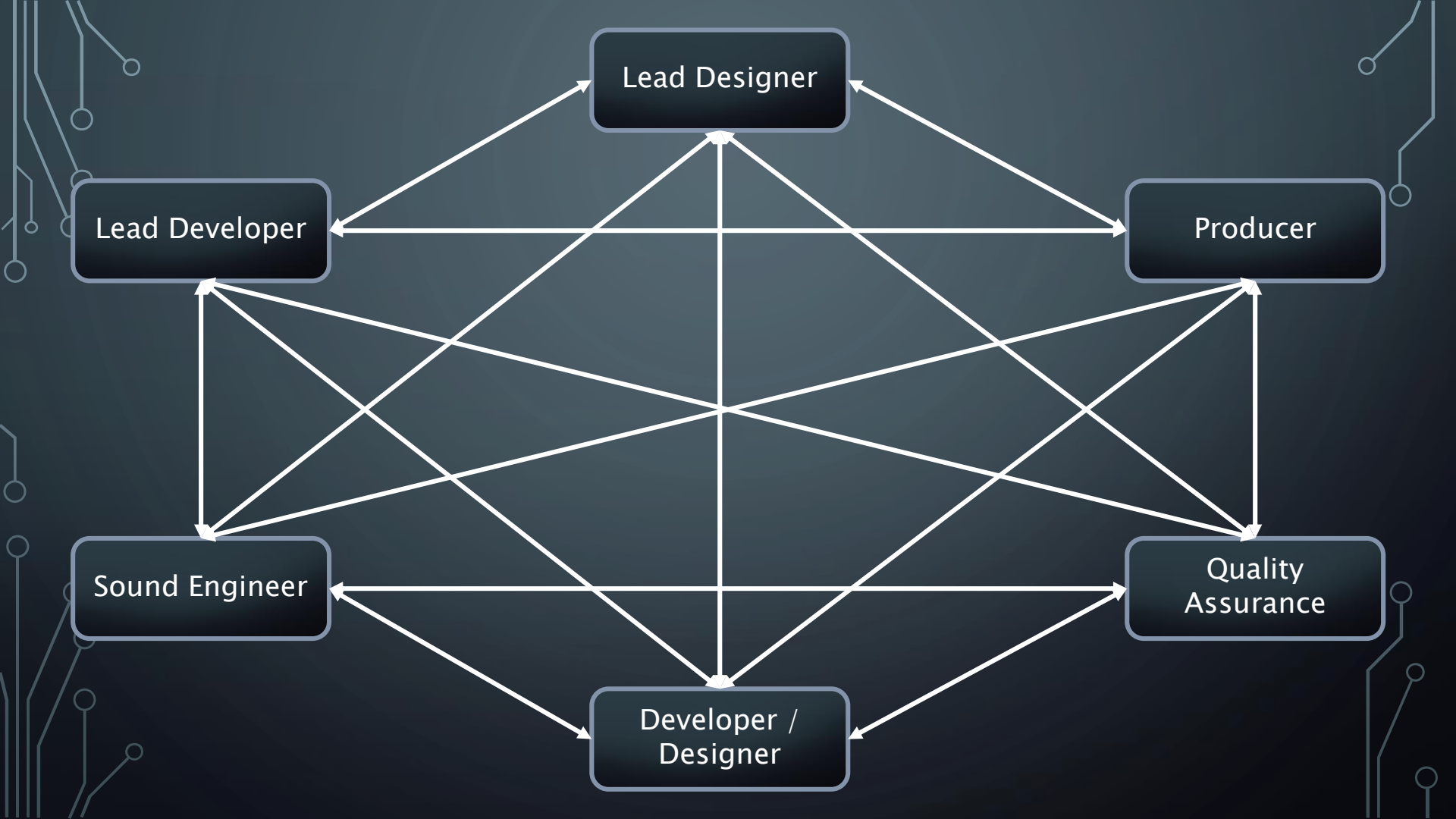
Lead Developer

Producer

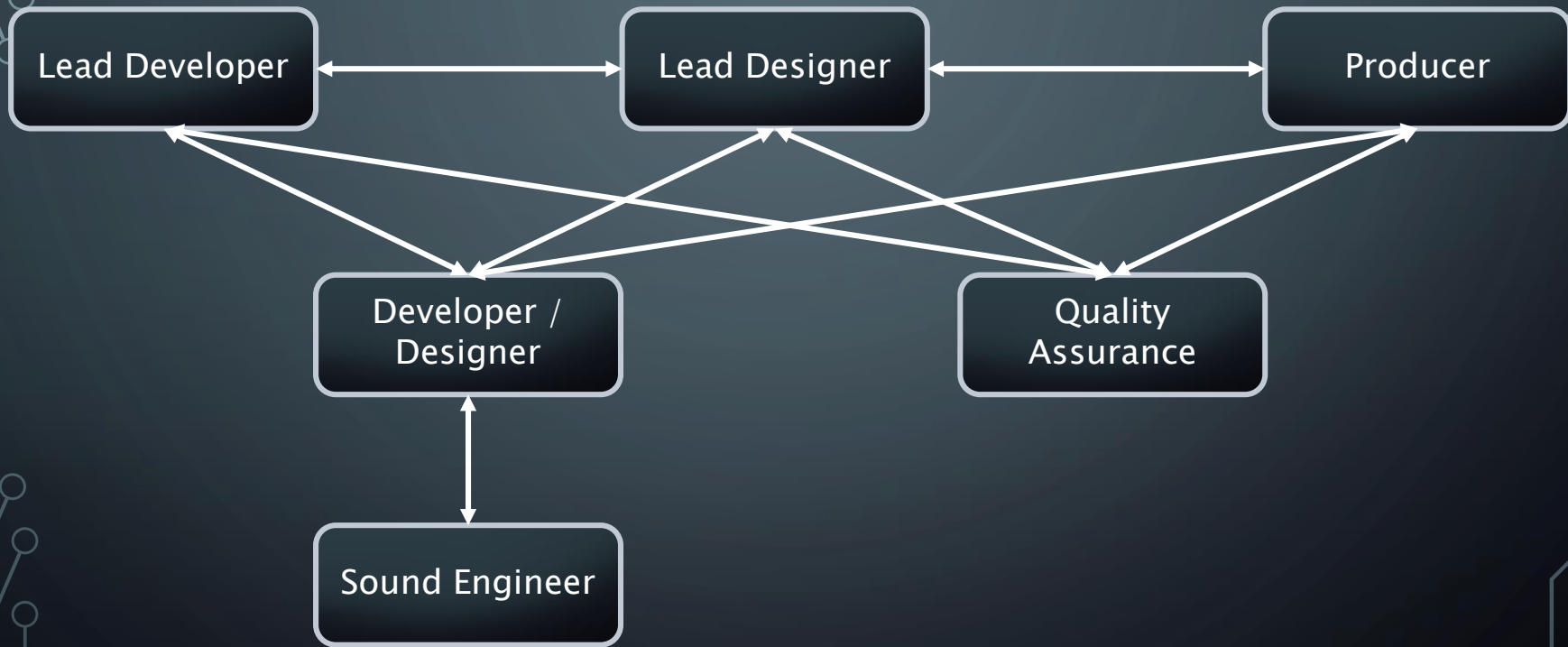
Sound Engineer

Quality Assurance

Developer /
Designer



COMMUNICATION

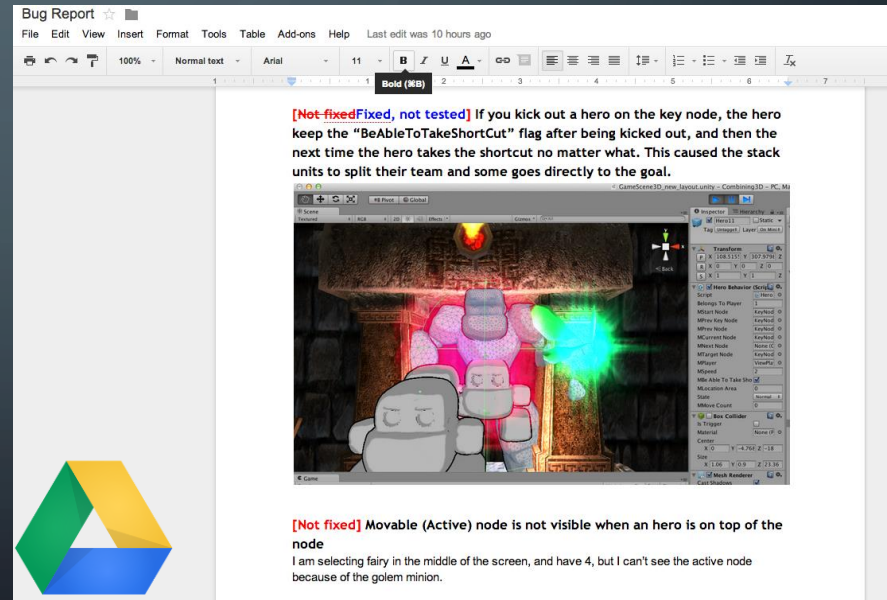
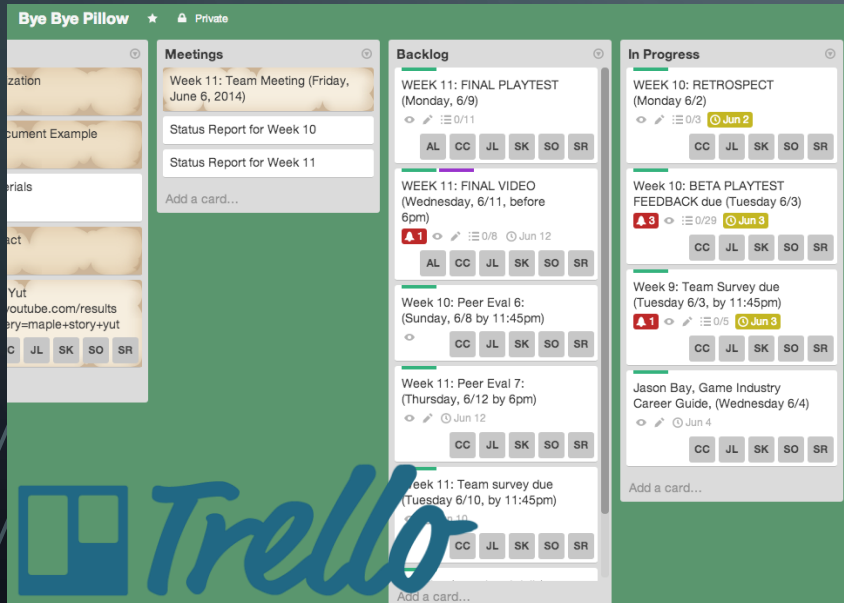


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TOOLS

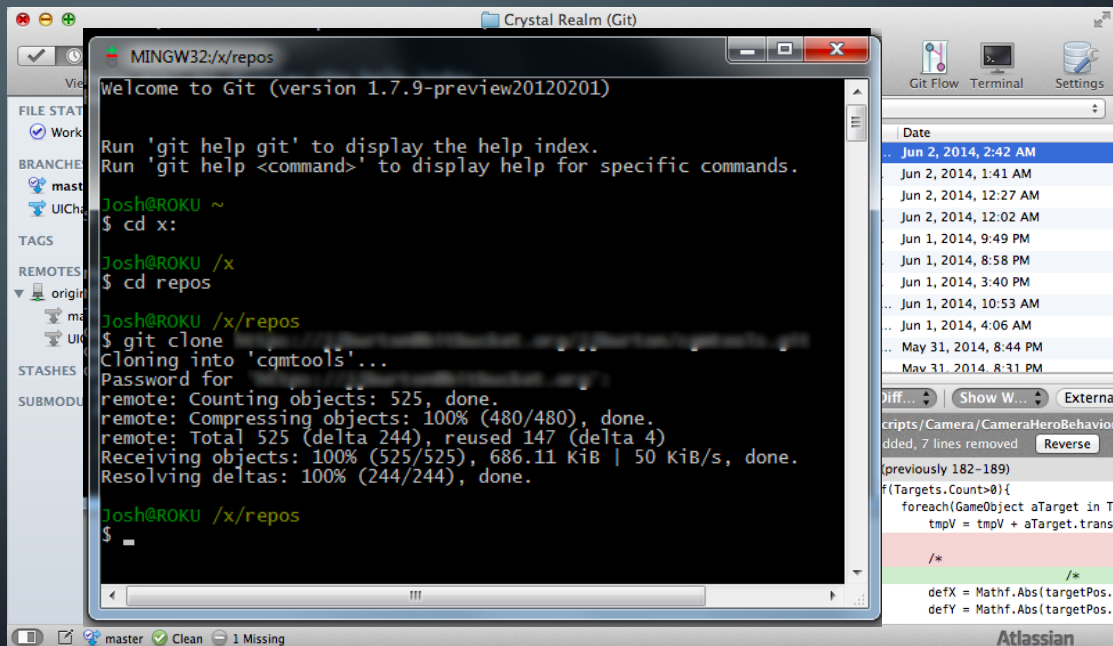
PROJECT MANAGEMENT

- Trello, Google Docs, Google Messenger



SOURCE CONTROL

- Bitbucket, Gitbash, Sourcetree



DESIGN/UI FRAMEWORK

- Photoshop(2D)
- Sculptris(3D), Blender(3D)
- NGUI
- Unity Asset Store, CC0 Art assets from Search Engine

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GAME

GAME

- Likes
 - Challenge for translating Traditional game into Modern Concept
 - Art
 - Complexity of game logic
 - Innovative use of champions/mercenaries

GAME (CONT)

- Things to Improve
 - Ambiguous design process
 - Game theme not fully identified
 - Narrative elements need more content
 - Characters need refinement
 - More Clear Concepts For Champions' skills

GAME (CONT)


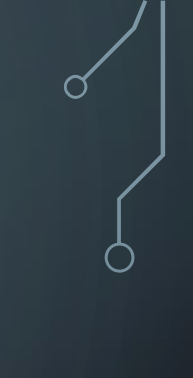

- Wishes
 - Better audience analysis for aiming at higher ranking
 - Develop an action game!
 - Use more physics provided from Unity3D
 - Create AI for single player mode
 - Add more champions and skills

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LESSON LEARNED



LESSONS LEARNED

- Analyze the audience!
 - Don't build in reverse!
 - Flush out concept
 - Identify problems
 - Develop process for revisions
- 
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LESSONS LEARNED (CONT)

- Make decisions more quickly
- Push through discourse
- Don't overextend the team
- Consult with Professors

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Q & A