

STATION ECHO

After Action Report

Team 14 : Oleksandr Koshchii, Yaroslav Danko,
Nazar Vasyltsiv, Ihor Holub

Current state of the game

At the current stage of development, all core gameplay mechanics initially planned for the project have been successfully implemented. The game consists of four complete levels designed to evaluate the player's reaction time, logical thinking skills, and overall character control. In general, the project can be considered approximately 90% complete in terms of mechanical implementation.

Unimplemented Features

Due to time constraints, the expanded visual component of the project was not fully implemented. Originally, the levels were intended to include a significant number of decorative assets that would not influence gameplay mechanics but would enhance the overall visual atmosphere of the game world.

Assets

The majority of the project assets were created independently by the team. All scripts (100%) were developed in-house, all animations were produced by the team members, and approximately 80%

of the 3D models used in the game were created by us using the free software Blender.

Time spent

Oleksandr Koshchii — ~102h

Yaroslav Danko — ~98h

Nazar Vasyltsiv — ~110h

Ihor Holub — ~108h

Project conclusion

Overall, the project provided a highly positive experience in both game development and team collaboration. Taking into account the team's limited experience in visual design, the absence of a dedicated artist, and the fact that the team consisted of four programmers, we are satisfied with the final outcome. The game has strong potential for further development, particularly with regard to the visual design of the environment. Moreover, the project offers substantial opportunities for creativity and the development of a wide variety of additional levels.