

Production/Reflective Diary

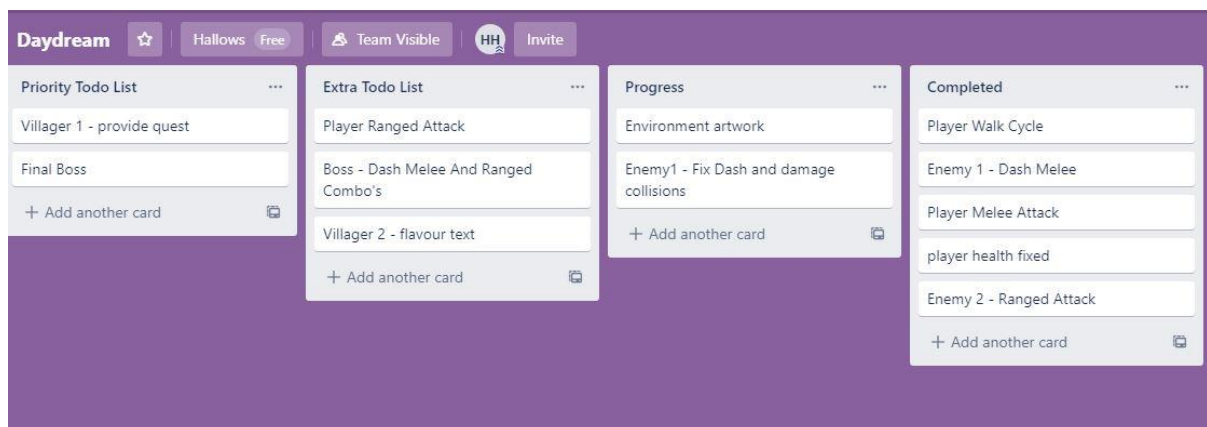
Design Process:

At the beginning of the development stage, I spent a lot of time considering different design decisions at first the game was going to be from a 3D top-down perspective but then I felt that would be too time-consuming for what the time window was for the project with the 3D modelling. o I then started pushing for a top-down almost isometric viewpoint in 2D this was to preserve the 3Dimension.

This then went to the point of where I realised that I would still be spending a lot of time in asset creation due to the 8 different perspectives I would have to make per character and object. I then took to a more side perspective orientation where I focused on pixel art, this was good as it allowed me to get a lot of assets done without half as much time to do asset creation which would then free up time on polishing player movement controls and mechanics within the game.

Development:

To try and keep myself on track of current tasks, I spent my time sifting small task's here and there with a Trello board helping me keep focused on the tasks at hand, I felt that this helped keep me organised as this otherwise would have felt somewhat overwhelming for me to achieve alone.



I wanted to focus on creating an experience for the player to explore a world and space while also challenging myself to a new style of game that I hadn't yet attempted while also exploring an art style which I had always been afraid to try thinking that pixel art would be complicated in its way.

During the development, I spent a lot of my time building and re-doing art assets this was anticipated however I still hadn't considered the change in style and perspective multiple times due to either feedback and or personal critical feedback when reviewing the game.

I then had spent a lot of time recreating different player controllers and movement code as I wasn't satisfied with the current one at the time until I had built one that felt a bit more robust than the others while also being readable. This was something I had personally challenged myself on for this project to make sure I built clean neat code as some past projects were quite messy. I am proud that I managed to build code for this project in which I am confident that I can come back to and jump back in when possible.

As mentioned prior my other focus was to build visuals that felt fluid and almost as if they belonged.

I tried to keep on top of feature creep in this project and even though I felt I wasn't aiming very high in terms of mechanics I still found that I had to cut a lot of my initial designs out as I hadn't quite realised how much time it would take to fully design, animate and implement all the visuals and mechanics as a solo-developer.

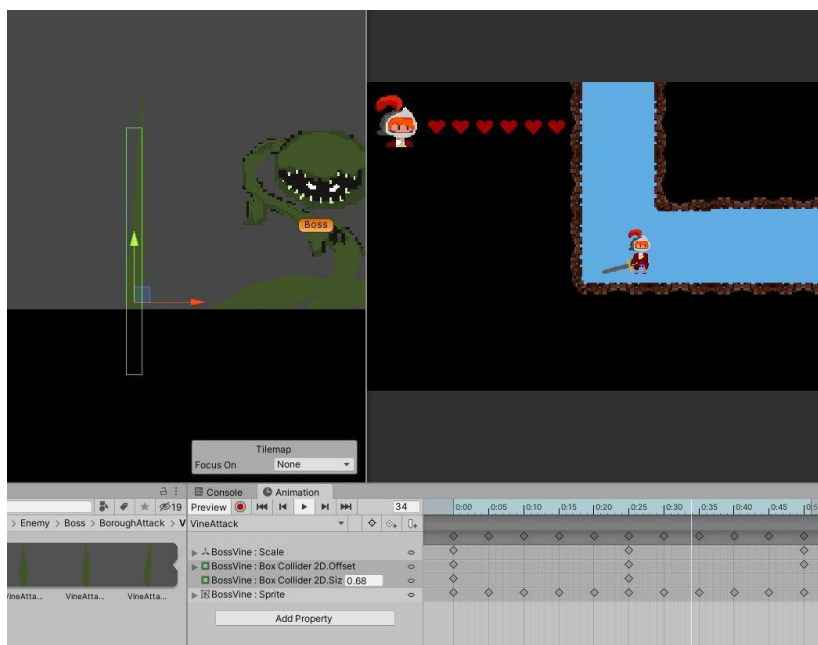
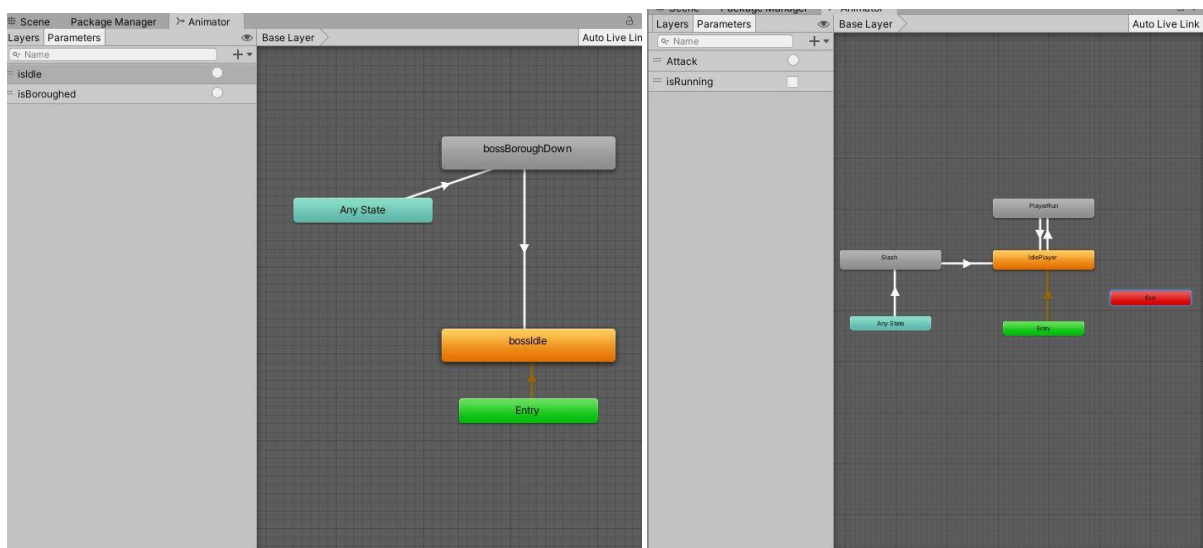
I often worked within small teams more like a balancing act rather than a one-man-band so this was a real challenge for myself which personally even if I had to cut a lot of the initial design out I still felt I got a lot of what I had intended to get into the game.

Unfortunately, I had to cut a lot of polish out of the game due to unforeseen bugs and real-world responsibilities cutting down on my development time. However, I feel that I finally have a project I'd like to try and publish and push over the finish line.

Asset Generation:

All Assets within the game are handcrafted by myself excluding the Houses which are seen at the very beginning of the game as they were place-holders but I didn't have time to swap them out with aesthetically correct assets.

I also got the opportunity to learn properly how to use the Animator Within Unity which had been a tool I had been wanting to understand for a while now as I've always just accessed it when the artists on my previous teams set up the conditions.



Reflections:

If I had any last considerations to reflect on this journey would be to prioritise getting all of the mechanics implemented into the game before worrying about the visuals. This is often how I normally operate on my games as normally I am not doing the artwork but this time I felt that I got too wrapped up in needing to do everything that I got misled by the art production side of things.

I also feel that I didn't quite get to explore and deep dive into the narrative I had envisioned for the project initially but will look to improve this part of the game a great deal when developing the project further.