

Alex Dediu

Senior Design Self Assessment

For our project, I acted as a developer for the game. More specifically, I worked on many of the smaller features of the game and integration activities. For example, I built systems for things like sound design, game pausing, in-game settings, and scene switching.

Additionally, I developed two minigames, one of which was just a demo that we scrapped in the first semester. I also worked on the others' game components to implement the project-wide features I developed. Lastly, I fixed issues and worked on improvements throughout the game.

I have improved vastly with game development from the point I was at when we started. I feel so much more comfortable with the Godot Engine and designing software and UI for a video game. It was quite a steep learning curve, so most of my time in the fall semester was dedicated to learning how to use a game engine. There were many times where I was frustrated and did not know how to implement something, but I managed to overcome most challenges. Godot also has amazing documentation which proved to be very helpful. Another challenge was balancing working on this project with other class work and responsibilities. Some weeks I would work too much on this project because I was enjoying it, while other weeks I barely had time to work due to projects in other classes. My biggest success was playing a crucial part in bringing everything together into a polished, playable product.

My group and I completed a fully functional and polished demo version for an educational video game which we felt very proud of. Before this year, I only knew Connor, and he brought me into this group. I could not be more grateful for having the opportunity of working with such an amazing team. Throughout my time at UC, I have always been stuck in groups where I am the only one who truly cares, and I end up doing all the work. Everyone in this group was very invested in the project, and we all put in exceptional work.

I think we worked well as a team together. We established a weekly meeting time, and we were always communicating through our Discord server. We did a great job of staying self-motivated and completing our work on our own time. We all learned game development together and helped each other through the process. The only challenge I noticed was task designation. We really did not have any issues specifically with our team or working together. I think I put in as much effort as all the others have. All of us were fully invested in this project from start to finish. David deserves a shoutout for guiding our team and maintaining the vision and direction of the game. Again, I am grateful for my team, and I am proud of what we have created this year.