IAT 339

Instructor: Andrew Hawryshkewich

TA: Kaitlyn Andres

Name: Nathan Cerone

Lab: D101

Student Number: 301397337

Date: March, 15th, 2022

Assignment: Ethos

This week is about defining you and your content for the portfolio.

1. Draft your ethos. To start doing so answer these questions in words or sketches:
    - What is the job you want?
    - What are the qualifications for this job?
    - What kind of *verbal* language would people hiring for this job expect?
    - What kind of *visual* language would people hiring for this job expect?
    - How does *your* experience prepare you for this job?
    - What *characteristics* do you have that make you well suited for the job?
2. Based on your answers to the questions above, select a prior project and complete a process analysis which helps support *why* you are qualified for the job. The process analysis should:
    - Show your ability to *think* through a problem from start to finish.
    - Show how you *iterate* over the course of a project.
    - Have accompanying artifacts — images, video, audio — that *support* what the text is saying.
    - Be approximately 250-300 words in length.
3. Write a draft bio using no more than 100 word to introduce yourself.

1. Ethos Draft

Target Job:
Game Developer/ Game Designer

Qualifications:

-Experience in game development

-Ability to collaborate with people in a team

-Understanding of Github

-Understanding of Unity

-Experience with many Diverse programing languages

    -C#

    -Java

    -Javascript

    -Etc

-Strong Communication skills

-Game Optimization

-Understanding of Mobile Development Practices

-Use of development tools (Figma, Photoshop)

Verbal Language:

This job would have the expectation that I understand when and how to use the language of a game designer or game developer. Being aware of pushes and pulls, however also development strategies for games like the MDA framework and how I've possibly applied them in my work. Understanding how to describe mechanics, what are the dynamics of the game and what are the aesthetics that would appeal to the users. Describing the different types of fun like hard fun, easy fun, transformative fun or people fun. As well as describe clear labels of the environments, I will be working in, like Unity scenes. The job would also expect basic teamplayer language to show that I am capable of working in a team.

Visual Language:

I would make use of clips and images of the game throughout the development process to describe what I was doing. Showcasing the behind the scenes of it all, with some snippets of code being displayed. Then this being accompanied with descriptions below that would overall combined with the visual elements display a high level of skill and understanding.

How Does My Experience Prepare Me for This:

Overall I have participated in two game jams, competitions where I have made games from scratch in a week. This, of course, was not done alone, as project lead it was my job to help the group be organized and working as well as making sure they didn't burn themselves out. Unfortunately the stress however did pile up on one of our team members, that being our artist who was overworked and understandably irritable. However, I was able to lighten their workload by finding a secondary artist within the last couple of days. It was a stressful time but the experience taught me a lot that I had to be more than just cautious about me breaking under the pressure but also those around me. I also did a decent amount of playtesting for this project. I recruited as many people as I could and noted issues they were having whilst trying out our game for the first time.

What characteristics do you have that make you well suited for the job:

I consider myself to be a caring person, I can sympathize with others a lot and try to find my own ways of helping them. In the case of the first game jam, our team's artist was overworked and I realized I had failed to account for their stress. As a result I went out and found another artist who was willing to join late and try their best to match their artstyle to the other artist. Thus trying to take away stress from the main artist. This ties into the first point but I consider myself to be accountable, if I make a mistake I will own up and try my hardest to fix it. I recognized that if I had checked in with the artist more, I probably would have caught on to the stress aspect much earlier and prevented it by making sure the level designer and the artist had a unified vision of what was needed for the level tileset. As a result, I

apologized in front of the whole team and went looking for other artists right away. Finally I consider myself to be a driven person about my passions, when I was making a board game final project in one of my classes, I went through extensive effort to have extra playtesting sessions to have more feedback on the game so that the final product was good. I found people, recorded the sessions, asked questions about the game and what they thought and asked for their ideas about how the game could be improved, all within my own time. I wanted the game to be as good as it could be and I knew we couldn't know if it was any good without testing it.

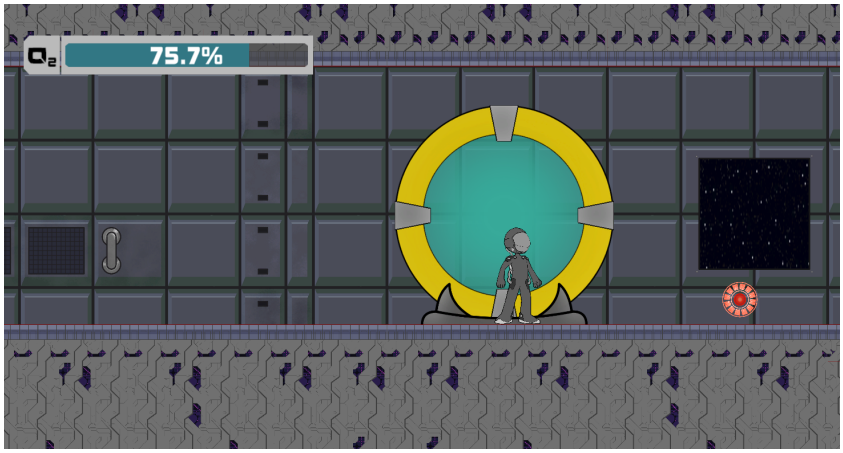
Emergency in Section C is a platformer game created for the May Day Make-A-Level game jam hosted on itch.io, to the theme of "Emergency".

2. Actual Ethos

Focusing on my first game jam game, "Emergency in Section C", which was for the May Day Make-A-Level game jam that was hosted on itch.io that had the theme of "Emergency". For this project I was the project lead and object interaction programmer. Everyone on the team drafted ideas together on a document and we began to create a schedule using Google spreadsheets. We listed out tasks for the game, assigning due dates, priority levels and people to them. The first of the tasks was making sure Github was ready to use, as most of us had no experience with it, I delegated the task to our team member with the greatest level of understanding to teach us the basics. After the first push, everyone pulled and we got to work in Unity. I made myself available as much as I could ready to take on any questions anyone might have whilst also working on programming myself. A rough summary of the game's concept is that the player must traverse through a space station having an emergency and reach the escape pod but have to be wary of their ever decreasing oxygen levels.

	A	B	C	D	E
1					
2	TASK	STATUS	PRIORITY	DUE DATE	ASSIGNEE
3	Player Movement	COMPLETE	High	5/2/2021	Jon
4	Oxygen Check Points	COMPLETE	High	5/2/2021	Cerone
5	Level Design	COMPLETE	High	5/3/2021	Herman
6	Player Art	COMPLETE	High	5/2/2021	Alen
7	Music	COMPLETE	MEDIUM	5/7/2021	Jon
8	Base of Oxygen System	COMPLETE	MEDIUM	5/2/2021	Ben
9	Basic Enemy Implementation	COMPLETE	MEDIUM	5/3/2021	Ben
10	Level Layout Implementation	COMPLETE	MEDIUM	5/5/2021	Herman/Jon
11	Sound Effects	COMPLETE	Low	5/7/2021	Jon
12	Title Screen	COMPLETE	Low	5/8/2021	Jon/Cerone
13	Credits	COMPLETE	Low	5/8/2021	Jon/Cerone
14	Moving Platforms	COMPLETE	MEDIUM	5/3/2021	Cerone
15	UI Graphics	COMPLETE	MEDIUM BUT ALSO HIGH	5/6/2021	Ben
16	Tileset	COMPLETE	MEDIUM	5/7/2021	Alen

My other job was doing basic object interactions, so that includes the altering of states for switches, programming the check points so that when a player dies they respawn there, the oxygen pickups to restore oxygen levels to the player as the game used decreasing oxygen as a timer try to speed them through the level.



An image showcasing a checkpoint and a switch

I also programmed the moving platforms so that our level designer could create easy pathways for them to follow, allowing for more interesting dynamics for our level design.

However those screenshots were only the final product. The project wouldn't be what it is without the iterative process that we took. Specifically focusing on my part in that process I had to consider what was a fair amount of oxygen for the player to have restored by the oxygen tanks. If I restored too much, the sense of urgency the game was meant to inspire is now gone, hurting the emotions it was meant to invoke, if I restored too little, the tanks wouldn't be worth it, making their existence pointless. So I needed data and what better way than to check how much oxygen I had left at each checkpoint.

Starting at 3000 Oxygen:

Section 1:
Section 1 Top Route: 1400 Oxygen
Section 1 Bottom Route: 1772.719 Oxygen

Section 2:
Section 2 Top Route to Top: 2307.066 Oxygen
Section 2 Top Route to Mid: 2448.31 Oxygen
Section 2 Top Route to Bottom: 2260.226 Oxygen

Section 2 Bottom Route to Top: No Reasonable Path a Player would take based on camera position
Section 2 Bottom Route to Mid: 2440.627 Oxygen
Section 2 Bottom Route to Bottom: 2440.085 Oxygen

Section 3:
Top Route Section 3: 1737.46 Oxygen
Middle Route Section 3: 1711.394 Oxygen
Bottom Route Section 3: 1835.472 Oxygen

Section 4:
Top Route Section 4: 2218.507 Oxygen
Bottom Route Section 4: 2288.267 Oxygen

Section 5:
Top Route Section 5: 1773.66 Oxygen
Middle Route Section 5: 1490.14 Oxygen
Bottom Route Section 5: 1568.335 Oxygen

Based on my own playtests and some I had others do, I determined that giving the player around 5% of their total oxygen was enough that the player might be interested in an oxygen tank but not enough that it takes away the sense of urgency. I had to be cautious to not let mechanics of the game interfere with the

aesthetics through the dynamics.

All the while this was happening, I was readily available in a discord voice channel whenever the team needed me. I would stay there from 9 AM to roughly 6 PM before I checked off for the day, however if questions were asked past that time I would try my best to answer them.

We did end up having a miscommunication on the look of the game and that resulted in us stressing out our artist as they still had so much left to do but so little time. Ultimately I recognize the miscommunication as my own failure as I should have checked in between the level designer and artist to make sure they were communicating. Thus as a result, I recruited a second artist to lighten the load off the first one and have the second artist do the finishing touches.

3. Draft Bio

Hey there, my name is Nathan Cerone

I am a student in the School of Interactive Art and Technology at SFU. I see interactive experiences as one of the strongest means of storytelling and I hope to create many interesting ones through digital media.

My passions lie towards game development, game design along with web development and I waste no time looking for experiences to grow from.

In my freetime however I find myself playing games, practicing Photoshop and maybe modding some games but most importantly spending time with friends and family.