Individual Reflection

Group functionality the group functioned nicely as a little team of four, with very few bumps in the road. Any problems faced as a group were met swiftly and calmly and as respectfully/friendly as possible in order to keep a good group dynamic and keep us working efficiently and on schedule.

Github was one of the most beneficial parts of our project it could possibly be as it would merge files nicely instead of having to merge our own changes on our own projects then throw it all in in the end. Git helped massively on this pushing our individual changes as smoothly as possible allowing everything to function in tandem allowing multiple people to work on the main project file and most importantly preventing us from having to spend multiple days or a whole week porting all our content into one final game and getting everything working within said game which is an absolute nightmare in general as there can be so many conflictions it is the opposite of simple to do so within unreal naturally and therefore git has helped massively making things efficient and effectively managing the project and all it’s intricacies for us instead of having to do all that on top of actually making everything and doing all the work.

However git can be a double edged sword as it continuously has errors when two people try to push something to git, for example pushing that is in the same blueprint class like two people pushing two different changes to the player blueprint class can have catastrophic results that are incredibly annoying and difficult to change this can be overcome by say me making something and then having someone else push there version first then me pushing mine at a different time to prevent conflictions happening within work as frequently as possible.

Fundamentally we are all a group of friends, so we had no bad dynamics in the group really, we never argued or had huge fights over the group work we just got on with our work and didn’t attack anyone for not doing enough or anything like that. One slight problem with us all being friends is the fact that we never really encouraged each other well enough to do work and so the work was quite slow to get finished at times unfortunately.

In conclusion my opinion is the team worked well together despite what could be a slower level of working at times maybe if we had chosen a team that wasn’t full of friends we would have had the spirit to make each other work harder than we have.

Game Development Process

The game development process went well we had regular meetings to keep on track of what we wanted and fortunately with us living so close to each other we were able to discuss things frequently about the project to ensure a certain standard of quality control.

There were a few slight issues with the process of designing and meeting up about our game unfortunately due to scheduling conflicts with other projects and some people unfortunately also having jobs meaning their time was very limited which was of course a large setback at many times personally I feel myself I did not keep to my schedule of working or meeting very well at all being very sporadic in my working and only doing meetings on occasion. I would like to improve this in future and get a better work ethic most importantly.

I specifically believe I had a lot of scheduling problems that were due to mostly wasting time and leaving things till the last minute but there were other scheduling problems due to extenuating circumstances like people getting extensions on projects setting us back a little on our work as a group but this could have easily been mitigated by others pulling their weight namely me I don’t feel like I did this to the best of my ability or even really attempted it at all which is disappointing.

The face to face meetings and the usefulness of living with certain team members and being close enough to set up work sessions in my own house allowed us to massively improve the quality of our work by sitting and debating which things we wanted and making sure everything fit the scenery in the eyes of the team.

The use of Github heavily improved the quality of life for me and I would definitely assume the rest of the team due in fact to the ability GitHub provided us to work on a character blueprint for one person one person modelling his environment and another making models and importing them whilst I sat and made UI and special FX and then allowing me to rig said special FX and UI elements in tandem with everyone else’s work nicely which really helped and improved efficiency so much.

Design Documentation Usefulness

The design documentation was useful to a point it was a good frame of reference for use later in the project it was useful to let us know what we were doing and everything of course but it was better in the sense it was perfect for us to use and know what we wanted to make. Throughout the process of creation of the project. Personally, myself I found the documentation to be great for the base reference to know what I was making and what we had all collectively agreed on as a group.

The design stuff was personally a good help to me in the sense I almost always had a clever idea of the aesthetic and style of the UI and special effects I was needing to implement and keep it with the theme. Personally, I didn’t find the design document as useful as it should have been nor did I use it to frequently I mostly just made things up as I went as it was basic things I was making.

Changes made to Interface and Special FX (my Missions)

There were a few changes I made from my original plans to the interface and special FX missions I took for example a main flaw I believe to have had in creation of the game is that I wanted to make different colours of paint but I didn’t get the chance to do this It seemed an impossibility on many occasions to do this I’m sure it was if I cultivated more skills and got some better experience with the engine but unfortunately I wasn’t able to acquire what was necessary to make them as so in the time I had. Fortunately for special FX I mitigated this at least for my own peace of mind by adding in a few other nice special FX I like one I really like is the ability to display web pages on a computer I spawn in (there is an element of interactivity to this within the UI, but I’ve taken out the ability to interact with the computers in game instead opting to spawn them in as non-functional, but they still display a pre-set webpage.

Another thing I really wanted to implement but couldn’t based on my interface work was that I really wanted to set up the paint balls that would change colour so that I could also have them create a procedurally generated paint splash effect on the camera that would obscure view with randomly generated colours the fault in this though is it is again another massive undertaking to do so and I did not have the skill to do so really or the time to get it done in the timeframe that was afforded to me. This is something I really wanted however as it fit well with the game I feel as though I mitigated this however slightly by optimizing my pre-existing UI as best I could. I still got a call of duty splash style effect that increases opacity the more you get shot which looks really cool at least and functions nicely for the purposes of the game.

Things I have gained and lost from this module

I personally feel I’ve gained a lot of fundamental skills in Unreal due to this project I’ve gained valuable time management skills even though I didn’t keep my time well I feel I might have finally learned from wasting time on this project due to the physical and mental stress it’s caused me. I’ve learned a lot of fundamental skills in the particles editors and the materials editors for unreal and a good deal of blueprinting skills alongside the skills I’ve learned for the interface.

I’ve probably lost a bit of my sanity and time in this module but otherwise nothing too important.