# Game Production Workbook

## Team Details:

### Team Members and Roles

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| --- | --- |
| Team Members | |
| Name | **Role** |
| Deklan Gentile | Programmer, Designer |
|  |  |
|  |  |
|  |  |

## Your Role:

<Rather than identify your role as ‘Programmer’ or ‘Designer’, try to write one or two sentences describing what you will work on. For example: ‘For this project, I will program the character control scripts and make sure the player character responds correctly, including playing the correct animations’   
Deklan is making the first person shooter movement mechanics such as wall running and sliding, . He has already created enemy and shooting system.

## Your Tasks:

<List the tasks you are responsible for. What specific things are you working on for this project? Examples might include finding or editing sound effects, level design, scripting specific level interactions or characters, et cetera.  
Bullet-point tasks list (around 4-5, or as many as you are responsible for)>

* Movement
  + Wall running
    - colliders
    - speed
  + Sliding
    - Camera position
    - Camera angle
    - Speed

## Team Goals:

<What does your team want to achieve, and by when?  
A list of 2 or 3 goals for each milestone. Consider 2-3 project milestones. Consult your trainer for guidance>

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| --- | --- | --- |
| Milestone | Date | Goals |
| projectiles |  | Got working projectiles for player |
| Enemies |  | Moving enemies |
|  |  |  |
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## Digital Communication Tools:

<What communication tools are your team using, and why. Write 2-3 or more bullet-points or sentences on why you choose each tool.  
List each tool you are using – at least one, but may be more.>

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| --- | --- |
| Digital Communication Tool | Selection Criteria |
| Trello | Easy to read tasks |
| Discord | Easy communication and most people have an account |
|  |  |

## Version Control:

<What version control system is your team using? Where is this hosted and what client will you use?  
For example, your team select a git repository hosted on GitHub, with the SourceTree client used to commit your code.  
Write 2-3 or more bullet-points or sentences on why you choose each component (version control system, host, and client).>

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| --- | --- |
| Version Control System | Selection Criteria |
| SourceTree | Backup project and share with collaborators |
| GitHub | Host the files to backup and share |
|  |  |

## Integrated Development Environment:

<Visual Studio is not the only IDE that works with Unity.  
Identify at least one other alternative and select which IDE you will use for this project (note, each team member may select a different IDE, so describe *your* selection criteria.)  
Write 2-3 or more bullet-points or sentences on why you choose this IDE.>

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| --- | --- |
| Integrated Development Environment | Selection Criteria |
| Visual Studio | * It is an industry standard tool * Has necessary tools |
| Alternate IDE(s) | |
|  | |

## Team Planning Discussions:

<Keep a record of when your team met to discuss the project, and what you contributed to the discussion. Give details of at least 3 meetings. You can attach screenshots of any emails or chat logs that show team planning discussions.  
Bullet-point list or 1-2 sentences for each team meeting. Provide enough evidence to demonstrate your active participation in team planning discussions.>

|  |  |
| --- | --- |
| Team Meeting Date | Description of Contribution |
| 20/03/2023 | Talked about getting advanced movement setup |
|  |  |
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# Post-Project Analysis

<Complete this section towards the end of your project>

## Project Feedback:

<List 2-3 pieces of feedback you received, and any action you took in response. This could be bug reports from playtesting, or feedback from your trainer or peers>

|  |  |
| --- | --- |
| Feedback | Actions Taken |
| Sensitivity too high | Lowered settings to fit to a more usable speed |
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## Game Engine Analysis:

<Write 200-300 words on “What makes Unity a suitable game engine for professional game development?”. In your analysis, identify at least one other modern game engine, comparing it to Unity and identifying which may be more suitable for use in a game studio>

|  |
| --- |
| Unity is a game engine that is widely used by game developers for its user-friendly interface and versatility. It is a great tool for both experienced and novice game developers. Unity's interface is easy to use, making it an ideal choice for beginners who may not have a lot of experience in game development or programming. Additionally, Unity is a lightweight engine that can run on lower-powered computers, making it accessible to a wider range of users. These features make Unity a popular choice for indie developers and small studios. Overall, Unity is a powerful game engine that offers a range of features and is suitable for game development projects of all sizes.  For bigger game studios, there are better engines that could be used for bigger games such as unreal engine. Unreal has a lot more power when it comes to graphical games. It is more suited for bigger companies looking to develop games. Sometimes if a company is big enough and has enough financial stability, they will have their own game engine made to fit their specific games, this allows companies to have a lot more freedom with the features that they need and want in the engine. |

## Technical Issues and Problems:

<List at least one issue or problem ***you*** encountered during the project, and what you did to resolve it. This could be a problem with the game, or with your development blog.  
For example, you might have had trouble programming a specific feature and decided to redesign it with your team, or ask your trainer for advice on how to implement it.  
Write 1-2 sentences for both the problem description and resolution.>

|  |  |
| --- | --- |
| Technical Issue or Problem | Resolution |
| Couldn’t get a shooting script to work | First I tried to read through the code line by line but I couldn’t figure it out so I asked my trainer for help[ and it was discovered that There was a character that wasn’t capitalised so it wasn’t send the correct signal. |
|  |  |
|  |  |

## Copyright Details:

<List any assets you used that you did not create yourself, and details of where you found them or their copyright information.>

|  |  |
| --- | --- |
| Asset Filename or Description | URL or Copyright Information |
| Unity Technologies | https://assetstore.unity.com/packages/essentials/starter-assets-first-person-character-controller-urp-196525 |
| AllSkyFree | https://assetstore.unity.com/packages/2d/textures-materials/sky/allsky-free-10-sky-skybox-set-146014 |
|  |  |
|  |  |

## Industry Technology Selection:

<Throughout this subject you used several tools used by game students for professional game development.   
In future subjects in this course you will have more opportunities to create games. List the tools you or your team used for this project, indicate whether you will use this tool in future subjects, and why.>

|  |  |  |
| --- | --- | --- |
| Tool | I will use this tool again in future subjects (Y/N) | Reason |
| Github | Yes | To have the ability to work with multiple people |
| Trello | Yes | To keep track of the tasks in the game |
| Sourcetree | Yes | To have source control throughout the project. |
| Visual studio | Yes |  |
|  |  |  |