

Individual Reflection

Humanity's Last Chapter – Markus Wilroth

Assignment Details:

Part 0: *Your role*

Describe very briefly your main role(s) in the project as well as the main activities you've been involved in during every phase. Save larger reflections for Part 3.

Part 1: *Compare your expectations to the results*

In this section, describe the expectations you had leading up to the project and during the first phase when you were conceptualizing your game and concretizing your design. Compare these with your end result and how you feel about it as well as considering what would be most important when going into a new project. Note that this is connected to part two, so think about how this relates to the next section.

Part 2: *What would you have done differently?*

In this section we assume that, during the project, you have learned about how, when and why you work processes and design decisions affect the end result of the project. Use this to discuss how you would approach the project again if you were starting from scratch - including both small and large details as well as strategically important decisions. This doesn't necessarily have to be in the form of a plan for how to conduct the project but could instead consist of advice for how to more effectively deal with situations that can arise in large game development projects.

Part 3: *What was your largest contribution?*

This section should be separated into two (or three) main parts:

1. In terms of code, where in the project can we see your main contributions? What problems have you had when programming and are you particularly proud of a certain contribution?
2. In terms of design, which of your design decision can be seen in the final project? How did you make these decisions and what effect did they have on the development process (positive or negative)? What design decisions didn't make it into the final product?
3. If you were involved in art (graphics and sounds), what contributions can be found in the final project? What was discarded and why?

Additional Instructions:

The reflection should not be much longer than 5 pages (excluding cover page and references), but about one page per section (excluding part 0) is fine (so, 3 pages).

MOTIVATE YOUR STATEMENTS and ADD CITATIONS WHERE APPROPRIATE: refer to external resources that are meaningful for strengthening your points, like games and academic publications, but the most important thing is that you can show us what you have learned and the practical skills that you will take away from this course. Try to focus on presenting and analyzing specific interesting anecdotes from the project rather than just giving us a general description of the whole process.

Part 0: *Your role*

My roles were:

- **Head of documents** - As head of documents it was my responsibility that the documents were finished in time and that everyone knew what they should contribute with in the documents.
- **Scrum Master** - My role as Scrum Master was to hold checkups and make sure the deadlines were met and that everyone knew what they should do in the project at any time.
- **Programmer** - Everyone was programmer and we all wrote code in the project.

Part 1: *Expectations vs results*

My expectations were quite high even if many in the group said that their goal was only to pass the cause. It wasn't my idée we went for nor my first choice but after the foundations of the project was made, I got more motivated and really liked the idea.

I got wrongly hyped when I saw how much and how quickly things in the project was finished. Things I thought would be the difficult part were finished quickly (like the quest system) but when we entered the production phase it felt like many in the group lost motivation and stopped working hard. We started to miss deadlines and it felt like no one except me enjoyed working on the project. One thing that quite annoyed me in the product phase was when I proposed that we should make a document with all the art that was needed and deadlines for the all the sprites and Patrik said that he don't like to work on schedule. I am certain that if we had made a document it would have been obvious that more work in that area was needed.

I think it's important to have the same goals when going into a project. As it felt like I was the only one who liked the idea I decided to add features I liked on my own free time and if the rest of the group didn't like the changes, I could just disable the changes and remove them. The reason I did it this way was because each new idea that would improve the game was met with negative attitude as many in the group's goals were the bare minimum. No one wanted to disable the changes I made because they did indeed improve the game. However, did they feel like I walked around the group. This was of course wrong of me to act this way but in the end I stand by all the improvements I made and I know that they would never get implemented if I asked what the group thought (I was always ready to remove the changes if they didn't like them).

Part 2: *What would you have done differently*

I must say that I failed with the role as Scrum Master, I let the group vote on how often we should have checkups and how often we should have real meetings. The group decided that we should have one real meeting each week and one checkup each week, which is way too few. I think one of the reasons we failed with the deadline was that everyone didn't spend enough time and if we had more checkups, we could have solved that problem. I proposed that we should have checkup each day except the weekends and the day we had the real meeting, but the group didn't want that. Jack wanted more real meetings, that would be better than what we got but I didn't think that would help as checkups should solve the issue that we had, and David lives in Lund and strongly disliked the idea of more real meetings. However, I failed to act as Scrum Master as deadlines were missed, I should have enforced more checkups and I should have spent more time making sure everyone knew what to do and spent their time doing what they should do.

I shouldn't have walked around the group to make improvements. This wasn't a reason that we failed the deadlines, but it was what many would consider a dick move.

The group should find ways to get more motivated as that was a big factor that many didn't put in the time that was needed. One way to get the group more motivated could be to spend more time working together and had documents where we could show progress in a better way (something we started with too late in the project).

Towards the end we also had problem with GitHub as a conflict destroyed many commits and probably days of work. I don't know how the conflict happened, but something must have gone wrong with the way conflicts were managed.

Next time I join a group I will make sure everyone in the group has the same goal and that all are motivated to finish the project. I will also have more checkups and be harder on hitting deadlines. It could also be good to have an expert git-master who can teach everyone how to avoid and solve conflicts in a safe way.

To sum up:

- More checkups
- Better communications
- Find ways to motivate the group
- Better ways to solve GitHub conflicts.

Part 3: *What was your largest contribution?*

In terms of code:

What I did:

- **Hub** (The hub is the part outside of the combat scene where you manage your characters):
 - **Storage** – I made the system that allows you to equip items, cloths and weapons to the characters as well as adjust and sort the items in the storage. The way that items were shown in storage was a little different from the way it worked in Store and a few annoying bugs appeared that I got help from Patrik to solve.
 - **Barrack** – In the barrack you buy new characters. The new characters have random stats and perks but nothing too powerful. I had an annoying bug with the way ID to the characters was created when you bought new characters that was difficult to find. In short, I made everything that had with character creation and spawning the right characters in the right scenes.
 - **Hospital** – I made everything that has with the hospital to do as well as add a wound system.
 - **Store** – I made everything with the store and how it works. Nothing too complicated, Toro helped with balancing prices and stats of items.
 - **Command Center** – I made everything in the command center. The role system, the way you select roles as well as the missions you can select. I think I almost did everything in the hub scene, if I missed something in the hub scene it's most likely I did it.
- **Combat Scene:**
 - **Weapon system** – This was originally Toro's part but when I saw that he was about to hard code weapons I swept in and more or less redid everything he did. I asked him to use my way, but he refused so I created it my way without removing Toro's code just to prove how bad it would be in the end to have to hard code weapons. Toro got a little upset, but he converted after I walked him through my weapon system. If Toro wanted to continue using his way where you had to manually write in each weapon with its name and stats every time a weapon was used instead of storing them in a list and using Scriptable Objects to create them.
 - **Item usage** – I helped David in this part as I saw that he hard coded as well. This was towards the end of the project and it was clear that we wouldn't scale the project up so correcting him was perhaps unnecessary. But I despise hard coding, I made the turrets and bombs use the same weapons system that was already in place.
 - **UI code** – I also made most of the UI if not all, and how the UI changes.
- **Quest system** – I made the quest system. The quest system consists of three parts, Collectable, Interactable and Location. They all function differently and it's up to the person that makes the quest to choose what would be what.
- **Save System** – I made the save system, making data save into a file and load the data from file. This was easier than I thought, but it was something new that I had to learn.
- **Scriptable Objects Management** – I made so that the assets load in the right time as well the system that makes it easy to use the assets.
- **Creation Window** – I also made the window that pops up if you start a new game, in this window you customize your character and set a name for the camp.

- **Bugfixes** – I did various bugfixes during the project.

The part that I am particularly proud of is the quest system. Somethings could be improved but I am happy that I manage to make it so easy to create quests, play quests and make it so that the player can choose what quest to play. I had a lot of problems with making assets load as I began using a system that had to be remade entirely. This took time and I got more experience with the Unity engine that I can use for future games.

In terms of design:

I designed almost all of the UI (except of the Minimap) in both the Hub and Combat scene, the UI was later rearranged by Toro, the looks are the same, but buttons have been moved. I also designed the layout of all the windows, where things should be (the art was made by Patrik). I had many planed designs that were scratched, like a victory screen, loot screen and Character screen, due to time. I was finished with the victory screen and loot screen but due to a merge conflict all that work were lost, and I didn't want to do it again.

I often sketched how I wanted the end product to look with the UI and started to implement it as I sketched. My idea was to make it work and if it can be better, make it better later. As I mentioned earlier in this part was the UI rearranged but the core was designed by me. Very few design choices were scrapped or replaced, the reason for that was that few had a desire to improve the design. I think the tactic I used had a negative effect on the end product, I just focused on making the UI work. If I had an idea, I implemented it and didn't think about it again. I think the end product would have looked better if I had spent more time on every design choice instead of just making it work and hoping someone would make it look better later.

In terms of art:

Everything that isn't pretty was made by me. I made the character portraits, the cloths, the hair, most of the UI and all the windows that doesn't have a nice background, like the Command Center and Barrack. I also made some icons for items but not sure if they were replaced. A lot of the concept art was discarded because better art took its place.