# End-project report

Timeline Takedown was a successful project, it serves as a strong portfolio piece and a project that has helped to build my skills as a game developer. As discussed in 2.3 objectives & deliverables in this report , there were a set list of key deliverables that were created for this project. All the must have features were successfully implemented and multiple “should have” features were also implemented.

One of the strengths of this project was the level design, both levels were created from scratch, this involved original planning with paper-based level maps, that were then transformed into digital maps. These designs were then implemented into unity and created using Realtime CSG and Probuilder, all the assets were carefully hand picked and arranged across the map to build upon the theme. However, there was a planned number of at least 3 maps by the time of completion and there had only been 2 completed by the end, failing to meet one of the “want to have” requirements.

Another strength was the wavemanager system, once built it was simple to implement into the second level, it was just a matter of dragging game objects and prefabs to set up. If I was to continue development on this game than I would be able to set this system up in future levels with ease.

Unfortunately, I failed to meet the objectives of the “could have” and “want to have” section. I spoke about implementing mechanics such as online multiplayer, missions, cosmetics and more, but due to time and technical constraints I did not reach these goals.

In conclusion, I achieved the base goals set out at the start of the project and I am please d with how the final product turned out. A full game was created, featuring a complete main game loop and a clear objective for the player to accomplish. All core requirements were met, and had there been a few additional weeks available, Level 3 would have been completed as its design stage was already finished.

One of my key takeaways from this project is the importance of effective priortisation. There were instances where I spent too much time focusing on certain aspects, such as animation and troubleshooting NavMesh issues, which then reduced the time available for other sections. In future projects, I would place a grater emphasis on better time management and ensuring that all features are developed in a more balanced and structured way.