* What worked, what didn’t. How stuff was changed based on that.

Social/ Political

* Offensive to Australia?
* Considered animal abuse?
* How the main character wears a blue jacket which signifies male, whilst never specifying his gender is a social problem.

Source Control

* Build problems with using c++, so we had to make multiple versions with different frameworks to see which worked.
* Source tree .ignore file problem, how it blocked VS code and needed binaries file
* We need the same visual studio version to compile and build the code each time.

VFX

* Added particle effects to the game to give abit of polish to the game, such as Jellyfish, butterflies, fireflies, falling leaves, Boomerang trail and walking, jumping smoke.
* Added smoke on the characters actions to give more weight to his movement. Idea was inspired by RIME- Simon Trumpler- vfx artist.

Design

* Made the trapped animals act scared to give the player a need to free them. Similair to the Teensies in Rayman series.
* Took inspiration for level transition from successful games , Spyro Reignited, Mario 64, Yooka-Laylee
* To improve the game add cinematics
* Could also improve on creating our own animations from scratch, did play around with motion capture but made the character feel too human.
* Adopted real world animal behaviour into our games, such as kangaroos attacking when cornered and aren’t exclusively territorial
* Animations are comical to appeal to a younger audience.
* TESTING- Mechanics, animation feel, flow of the game.

**General Comments**

There are some really interesting areas to look at here. Make sure that they all apply to your individual role on the project significantly enough to have a place in your dissertation – you don’t want to fall into the trap of a general discussion of the team project. Remember that this is a discussion of **your** role on the project.

I wonder whether there are maybe too many bullet points here to cover all in the level of detail you would like in order to score well. Consider beginning work on those which you feel are most relevant and/or interesting so that you can gauge the word count and time needed for each one and decide from there how to move forward,

It would be nice to see a template of overall structure which includes this information. The one provided in the assignment brief can be used for this. You should also attempt to create a good, relevant title which might be used as a point of reference to decide whether something you intend to add fits or not.

Abstract

1.Background

2. Introduction

3. Activities on the project (Change)

-Made tools

-Added particle effects

-Gameplay programming

-Controller inputs

-Optimised blueprints- Keys

-Animations

3.1 The Task undertaken(change)

3.1.1 Brief discussion of relevant literature

3.1.2 How this work was approached (design ect)

3.1.3 Problems, solutions and evaluations of this work in comparison to research undertaken

3.2 The second task undertaken (change)

3.2.1 Brief discussion of relevant literature

3.2.2 How this work was approached (design ect)

3.2.3 Problems, solutions and evaluations of this work in comparison to research undertaken

4. Reflection

5. Conclusion

References

VFX

Simon Trümpler – Smoke VFX talk - <https://www.youtube.com/watch?v=ExD_p3hsV80&t=695s>

Animal AI Design

Boxing in Red Kangaroos, Macropos Rufus: Aggression or Play?- <https://escholarship.org/uc/item/0dv2h5zv> - Croft, D.B. and Snaith, F., 1990. Boxing in Red Kangaroos, Macropos Rufus: Aggression or Play?. International Journal of Comparative Psychology, 4(3)