* What worked, what didn’t. How stuff was changed based on that.
* 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.
* 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
* Animations are comical to appeal to a younger audience.
* We need the same visual studio version to compile and build the code each time.
* Took inspiration from successful games that use the same engine, Spyro Reignited
* 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.
* Made the trapped animals act scared to give the player a need to free them. Similair to the Teensies in Rayman series.
* 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
* TESTING- Mechanics, animation feel, flow of the game.

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

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

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)