# Report

Introduction

Unstable Terrain is a one versus one online arena game where each player controls a mechanized character to obtain control over the area and defeat the opponent. The focus of my work was on Character Design, UI Design and Project Management.

Contribution towards project (List of tasks you completed)

TGC01, TGC02, TGC03, TUIMM, TUIL, TUIHUD, TUIO, TCP01, TCP02, TCP03

I was part of the game design work (TGM) as well, although Alexander Hoffmeister ultimately did all the writing.

Self-assessment

The project plan I created extensive, contains the desired time estimates, task allocation and milestones. Also, bigger tasks have been broken down into workable jobs. The only thing that’s kind of missing is the completion task and the tracking of actual time spent which pushes it slightly out of A level grades. Additionally, I had a big influence on the concept document which we were all happy with throughout the project. My communication was strong and even though not turning up to all lessons, I regularly contacted my group members to check the progress and upcoming tasks. The greatest weakness of my work has been the design library. I have done some UI work and participated in game design in some way (character class design and abilities), but most of it could not be implemented in time. For this I would give myself something in the C range. All in all, I am of the opinion that anything in the lower B or upper C range would fit.

Comparison of results against concept/design document

Due to the very small scope of the project, our initial concept did almost not change and a comparison is negligible.

Discussion of successes

I am very satisfied with the scope of my project plan and the core idea of the characters I created for this project.

For further points, see self-assessment.

Areas where more work is needed

The character classes I designed were very basic and mainly need to be practically tested to adjust values. Also, a passive, an ultimate and an off-class ability is still missing for both of them.

The tasks I created need more concrete tests to measure the grade of completion.

My User Interface designs are very varying in quality and should have been iterated and reviewed together with the rest of my group to achieve a better result. I should have created more of an artistic direction for the user interface design in general as well.

The communication about the detailed progress of the prototype could be improved and used to iteratively improve the design in return.

Areas for further enhancement

The most important word for improvement for our project is: iteration. Most of the ideas and implementations have not been iterated properly and are therefore in a very early stage of development or not polished. Regular game design meetings with constructive discussions would have helped to achieve the desired goal. This would have required a decided project lead and project schedule, which we didn’t have on a group level. Even though the tasks were planned in regards of time and dependencies, no planning had been done as a group to help each other to iterate the individual parts of work.

As for the core features, mainly the score system has not been finalized yet and there still is a lot work to be done to make it fun and balanced.