GMD1 – Gates of Hell – Rojus Paukste

GitHub link:

https://github.com/RP-315221/GMD1/tree/main

Reflections:

This project has been quite a journey for me as I finally got a sneak peek into what I dreamed of doing. When I graduated from high school, I really wanted to pursue game design studies. However, due to some smart people in my close circle, I got talked into taking a broader study subject. Either way, it's easy to see why I feel so excited and invested in this course. I've seen some amazing-looking projects come out of people who have undergone it, I was especially inspired by Laura Rebello, who graduated a semester earlier than me. Since I wanted to invest as much as possible into the concepts taught in this course, I decided to do the project on my own, with some notable feedback from Nerijus Savickas and Matas Kairys, fellow classmates of mine, whom I call 'Unity Gurus'.

The project itself, I believe, was a success. I got to undergo all phases of creating a game. Starting with early planning and prefab creation, all the way to level building and game logic implementation. Ever since I heard that we will be doing our games on the arcade machine, I immediately drew inspiration from 2 games: 'Terraria' and 'QuestKeeper'. I wanted to create a mix of both. Mechanically inspired by 'QuestKeeper' but thematically by 'Terraria'. I believe I achieved that balance between them by creating a 3D dungeon crawler game.

I really enjoyed every stage of making the game, too. Though unnecessary, I decided to add an extra step to my journey by 3D modeling a custom player model. Thankfully, the rest of the prefabs I could retrieve through the Unity Asset Store. Finding stuff that would fit the hell theme for free was hard, but by combining various assets, I managed to build an impressive environment. Moreover, I had fun coming up with traps, level layouts, and overall game logic.

I suppose the hardest part of the project for me was keeping up with its increasing scale. Because I wanted to give a 100 on everything I did, the last 2 stages of the project hit extra hard. The levels took way longer than expected to be built, and the game logic was constantly breaking, meaning I constantly had to make changes. This ended up with me having a bit of a spaghetti code situation where nothing really follows the SOLID design principles, something that I am a bit ashamed of. However, this is the first time for me of making my own game project, so I tried not to bother myself too much about it.

Now that the development of the game is finished, I have some time to reflect on its results and what I could have done more. I came up with a few things I feel that I could have improved the game, had I been in the 6th semester with more time on my hands. I really wish I did more sound design, since I've seen from other students how well it can improve the project. Moreover, I do not yet have any AI enemies in my game. Adding an enemy that is chasing you, or maybe an enemy that you are supposed to chase down to progress, could introduce an interesting game loop.

Just like the game, I also made sure to give 100% to the documentation of it. I went 1 step further by including visual representation on anything I have discussed within the documents, so they are not boring to read, since I believe plain text is the killer of interest. I hope you enjoy reading them 😊

Overall, I am very happy with the course and the end result of the project. I am grateful that I got to try out something I have always been passionate about and dreamed of doing myself one day. I really appreciate all the theoretical and practical knowledge taught at the GMD1 sessions, I will make sure to continue applying this knowledge in the future. Lastly, I am thankful for any and all feedback given to me during this project, and for the cozy atmosphere provided at the class and the XR lab.