

Design Learning Journal

Week 1:

Today was mostly set up for other things. Establishing that we will need to make a GDD (Games Design Document) for a project that will hopefully have actualised by the end of the 12 weeks. So we looked at a lot of GDD's for other games to kinda feel out how they're laid out and then were told to make a GDD for a game we like with the soft stipulation that it had to be free to play which in my guts feels like an unsettling criteria.

Week 2: Today Learned that TDD stands for Technical Design document so like a document about the methods compared to the results (GDD) good projects need to keep their GDD's and TDD's living documents so that the developers are allowed flexibility when approached with the many complications that come when making a game. Construction Scripts are programs that run before the game starts. So like everything that happens when the game is loading, do you think that terminology is based on like loading a truck or something else.

Week 3: Today we discussed the definition of what it means to be a 3D platformer and as with most genre discussions the lines are pretty vague and up to interpretation. Then we worked on the GDD and learned that we also have to make a pitch drive for the game concept. Which can be in the form of a presentation or video which will be fun.

Week 4: We talked about blocking out levels for games today and mostly just worked on our GDD's I discovered the page requirement was like 10-20 which feels like a lot especially for my game. I worry the actual quality of the GDD will suffer because of it because I'll have to waffle so much to fill space. It'll be hard to read through the actual important info and make edits throughout development. I hope I can come across as more professional in my writing than I was in college.

Week 5:

been working on the GDD game today scary stuff I'll be happy if this week I can just get like and object you can drag and drop with the mouse, but it's tough work mostly finding a tutorial that's applicable, the closest thing I've found so far is a thing that lets you move the health bar around which I hope I can applicate to my needs though it feels like this tutorial is outdated or skipping steps because The information on their screen is different from the information on mine, so I've had to use a bunch of Quazi loopholes and I hope they wont bite me in the worms later

<https://dev.epicgames.com/documentation/en-us/unreal-engine/creating-drag-and-drop-ui-in-unreal-engine>

Week 6:

Stupid invisible redirectors wont let me delete or move stuff but will let me copy stuff so my project is full of the same garbage duplicated everywhere when I try to delete them, every tutorial I look up just tells me to press the fix redirects button but that doesnt exist?!. I had to go into the file manager and delete them manually. I had to

start a new tutorial cause the one i was following was too outdated or something for me to keep up Its alot of mental effort for me too keep up with all this stuff, y'know terminology will be mentioned and I'll have to look up what it means for 20 mins to get a straight answer.

Week 7: Finished the previous tutorial got a box to move around when I clicked on it, (this is not looking good for the overall rate that I'll be finishing this game) I wanted to make it so that you could toggle drag something but when I tried asking how I'd do that I got told "Ohh thats going to be hard your going have to make a boolean to your variable overdrive and multilayer that with a triple switch space pentagon, inside of a Quantum dictionary array" And meanwhile I figured that making an action toggleable would fairly simple task like a checkbox on one of those cube things I've forgotten the name of. Or at the very most I'd have to write like "When button pressed start Drag then when button pressed stop Drag. The good news is I won't have to bother with any of that Quantum dictionary stuff cause it turns out Hud elements are hard coded to not be able to interact with things and I've got to scrap everything and start again. Which I don't entirely understand because like other things can clearly interact with HUD elements like a health bar going down when you take damage. Why is hard coding even a thing that seems to have only downsides to existing other than like security reasons I guess.

Week 8: I didn't know we needed to have a mechanics demo ready for this week, I don't really have that. No idea what the consequences of that are going to be. Hopefully it's just a checkup thing. Instead of making the hammer an object I've just changed the mouse icon to look like one, which is probably going to bite me in the worms later but for the time being it gives the illusion of more stuff going on behind the scenes, It took a while for me to brain it out but I made the hammer png have like a big hat of nothing because the invisible mouse centers to the middle of every image and the hat makes it so that the middle is the head of the hammer. The hammer can destroy actors supposedly, but so far it seems only capable of destroying things that aren't actors.