2D Reflective Log

Games Production

South Staffordshire College

Date and time	Location	Targets for today
Date and time	*E.G. College, LRC, Home, etc*	*Please list you targets for this lesson.*
10/09/2024	College	Set up trello and make a time table, make a board. make a list of ideas for my 2d platformer game
13/09/2024	College	Learning how to use Pixel Art and Sprite Fusion to create tilesets
13/09/2024	College	Learning how to use Unreal Engine and the interface by making the game hub
17/09/2024	College	learn how to create a pause menu and a main menu that works within the game
17/09/2024	College	Learn about different types of research and how to apply it into researchin for a 2d platformer game
19/09/2024	College	Learn how to create a wix website
20/09/2024	College	Working on main menu and ui tilesets

20/09/2024	College	Work on player movement walking forward backwards and jumping on a 2d scale
24/09/2024	College	Create Player Health Code. UI including Death Screen UI to have a fully working death system
24/09/2024	College	Create MindMap with ideas for the 2d Platform including movement. Art Style and level design
24/09/2024	College	Do Century for 30 mins and finish the AI toolKit course and do the introduction survery
24/09/2024	College	Create character models. Create walk animation an idle animation and a jump animation and import it into unreal engine
24/09/2024	College	Create a tileset for a test level for the 2d platformer aswell as import in the character sprite into the scene to make it a playable level
01/10/2024	College	Work on my collectable system and get it to destory all enemys and finish my tilesets for my map
01/10/2024	College	Work on the rest of my art for my 2d platformer game and add it to my unreal engine project

04/10/2024	College	Work on the rest of my art for my 2d platformer game and add it to my unreal engine project. Make Player State machine and rotation. Setup the basic version of my mechanics and show on UI
04/10/2024	College	Work on my art for my game and add them to my game add more of my gameplay to my game
10/10/2024	College	Work on Art for the my game and add it into unreal engine 5
11/10/2024	College	Work on the functionality of my game and start putting my map together
11/10/2024	College	Added in moving platforms into my game so the player is able to get to certain locations and move around tricky parts of the level
15/10/2024	College	Getting my grapple hook abailty working and implemented into the game so it can be used as a mechanic in my game
15/10/2024	College	Carry on with the research document and my gdd document
18/10/2024	College	Work on my website for my 2d platformer game

18/10/2024	College	Work on my character movement and animations working with player health
24/10/2024	College	Redo my GDD and add a Timer to my game aswell as ammo ui that is functional
05/11/2024	College	Add a playable level with platforms and collectables aswell as start to add in sounds into the game
07/11/2024	College	Edit my website and add my infomation that i can add to it and get a link of teams
08/11/2024	College	Work on making a playable game to have as a playtest with working AI
12/11/2024	College	Work on fixing some bugs in my game and adding a starter scene that the player first spawns in add more to my website

15/11/2024	College	Adding background music and editing some of my scenes
19/112024	College	Fixs some bugs within my game
26/11/2024	College	work on my website and get close to finsihing it
28/11/2024	College	Worked on website to try and finish evaluation and game and product page
29/11/2024	College	Work on my website again and add more to it like reflective
06/12/2024	College	Adding my reflective log into my website and submitting it

Describe what you have done today.	What went well?
I set up trello and set up the gantt chart. I also worked on my list of ideas for my 2d platformer project	Setting up the trello account and Trello Board set up the gantt chart. Finished my game idea for the 2d platformer project
I started on making my tilesets for my 2d platformer on Pixel Art and how to upload it on too Sprite Fusion to be able to start creating my level	Making my first tileset looking it how i wanted it too look and then importing it into sprite fusion. Including imputs from tutors to make my art work better
I Started using Unreal Engine and learning how to use all the interfaces and what different toolsets Unreal Engine Offers.	I was able to pick up the basic movement of unreal engine and how to block out basic levels and load projects
I completed making my Main Menu aswell as making it look better instead of just a blank screen with text i also finished my Pause Screen to make the game pause and gave a blur affect to show more pause affect	I was able to code my Main Menu and my pause Menu and i was also able to trouble shoot a few problems i had with my code
I completed my Research on different types of Research techiquies and how its useful to research before making a 2d platformer game or any type of game. I finished my task on the word document answering all the questions on the types of research	I was able to correctly research and write about why researching is useful in making and producing good quality games
Learnt how to create my wix website and started to build up all the information needed for this my wix website for my 2d platformer game	Being able to succesfully start creating my wix website. Got working pages and details
Started making my main menu ui look alot better and finished fixing the rest of the bugs i had in my menu code	Being able to succesfully fix bugs and get it all working correctly

Fully Coded player movement to move forward backwards and jump. Create a basic character to test movement	Easily Coded Player Movement and a basic player. Changed the players speed and created a small platform to walk on
Was able to fully code player health with a working Health Bar UI that shows how much the health the player has with a progress bar and once the player is dead it shows the death screen ui	Was easily able to code my player health system and my Health UI aswell as my death screen Ui and Restart and Menu Button
I fully finished my Mindmap listing everything i want my game to be like including art design level design player movement player mechanices enimies and life designs	Finished creating my mind map including all my ideas for my 2d platform for the player mechanics abailties and pickupables
I did my 30 minutes of century and managed to complete all 11 courses of ai toolkit and completed the introduction survery	Completed all 11 Ai Toolkit courses and fully completed the introduction survey about the college
I finished my character model and made all my character animations and imported them into unreal engine	Completed my character sprite and fully finished all my animations like walk jump and idle and being able to import it into unreal engine
I fully created a tileset test level map to learn how to make 2d tilesets as well as import my character in to be able to move along the scene and make it a playable level	Easily created a 2d tileset map and imported my player character to be able to move along the scene and learn how layers work within tilesets
I started finishing my 2d map sprites and got a fully working collectable system that destroys the enemy and creates a white flash on the screen for 0.1 seconds	Finished creating my collectable system to destroy my enemy and have a flash on my screen to indicate them being destroyed. Almost finished my tilesets sprites for my map
I worked on and finished my player animations and imported them into unreal engine and making sure to add paper 2d and extratcting them as sprites and turning it into a flipbook	I fully finished my player animations nad sprites and fully imported and set them up inside my unreal engine project ready for being coded

I have finished all the art for my game and added player state machine so my players animation changes based on its movement and rotates in the direction its going	Succesfully finished all my art for my game and added the player animations and state machines and change the rotation of the character
i have remade all the art work for my player and add it to the scene and i fully implemented my player health game over screen and a pause menu	Succesfully finished all my art for my game and added pause menu death menu and player health
I finished my art for my door for my 2d platformer and added it into folders on unreal engine 5 ready to be coded and implemented into my game	Succesfully finished my door art and added it into unreal engine ready to be coded when its needed
Finished creating my tile map for my game and started importing all of my collectables and objects into the game	Succesfully finished importing my tileset into the game and i now have a playable level
Started adding moving platforms into my game and static platfroms for the player to jump on and move around the level with.	Sucesfully coded moveable platforms and started implementing them into my scene so the player can use it to get around the level
Did alot of troubleshooting trying to get my grapple hook to work i still havent figured out the solution to get it to work i also did more on my research task sheet to take a break from trouble shooting	Carried on with my research task and and did some troubleshooting for my grapple hook unfortantly still havent fixed it
Worked on finishing my GDD Docuement and coming up with art style and research for the game	Finished most of my GDD Docuement apart from audio and art stlye as i havent decide on audio and havent added my art style into the Document
Started Working on my website to show the finish product and process i went through with a working main menu and working buttons	Finished my main menu for my website and got the base layout and working buttons that go between all my pages that have a colour swap when hovered

Created Character Models and coded player movement dashing and a health and stamina system	Finished my character sprites and finished creating my character movement having the player rotate on its movement and i fully coded a dashing abality that takes away from player stamina and added a working player health that links to a progress bar for a visual reference
Redid my GDD to the new version of my 2d platformer and coded the timer into my game aswell as add my Ammo Ui half functional	Finished my GDD to where i can as i havent not yet decided on audio and i also fully created my 5 minute countdown timer and start getting my Ammo UI working so it counts down every time i shoot
I made a playable level with working collectables and ui always as making all my scenes work aswell as adding in some audio to give the game some sound while doing actions. I also added a jetpack and shooting into my game	I was able to create a jetpack system and a shooting system for my player without any help and was able to create and add sounds into my game aswell as make some working ui
Added more infomation to my website and uploaded it to github making it a fully online website that can be viewed online and automatically updates	I succesfully added more infomation to my website and was able to upload to github so it can be viewed by tutors
Made my game a playable demo for a playtest aswell as managed to get the ai working and be able to habe a full damage system	Made a playable playtesting demo aswell as finished my ai with a working damage system t o both player and AI
Made a new level for my game and made a working pc that allows you to log in with the correct password and username to pick levels	Was able to make a working pc actor that allows to travel between levels i also created a brand new level to give more of a platformer vibe

Added music into my game and fixed some of my code for my game	Was able to add background music and fix a menu issue with going from level completed back to the lobby
i worked on my website and almost finished it only have 1 page left to do and then my website is done	Easily added more coding and wording to my website allowing me to finish the last page to complete the website
I worked on adding the code onto my website so im able to add the videos to my website ready for when i add them too it aswell as prepare for adding my reflective log onto the website too	Easily added more coding and wording to my website allowing me to finish the last page to complete the website and add videos on them once done
Worked on adding video links and recorded the videos ready for voice overs too my website	I was able to easily add youtube links to my website and debugged a issue that stopped my videos from working
I added my reflective log onto my website so its completly finished and submitted	Easily added it to my website so its fully finished now

Target Grade:
Aspirational Grade:

Even better if?
N/A
If i was better at texturing my 2d sprites and tilesets. If i knew the software i was using a bit more and being able to import it with alot more time on my hand
If i was quicker at blocking out levels and being able to finish basic rooms quick enough instead of wasting time going for exact room sizes
If my code was cleaner and my Level UI Design looked better with more UI options used.
If i was able to write more in a faster rate to produce more work.
If i was able to finish more of the wix website faster than i did.
I was better at making 2d pixel art including letters and numbers

Even better if i made a demo platform level to test the movement of the player and mess around with speed and height values more
Make the UI looks more professional and more in Depth with animations and colours
Even better if a added audio onto my mind map to describe the type of audio i would be using for my game and the type for the game mechanics and pickupables
Even Better if i did more on my century and put more time into completing them to the best of my standards
If my character sprite looked better and had more detail in it and my animations looked cleaner and fit alot better
Even better if i used my own tilesets instead of a borrowed one to get a feel of how my own game would look using my own art pieces.
If i was able to full finish my map tilesets only have 4 left to make and i need to start working on my platform sprites that the player can jump on to get to certain places
Even better if i could be better at making animations for my player model as i struggled alot doing my 2d player animations

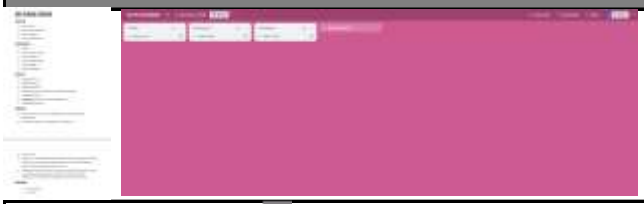
Even better if i didnt need help with setting up the mechanics to show up and change on the screen based on the condition
even better if i had fully finished my death screen with all my ui sets and coded and implemented this into my game
Even better if i did my door art alot better and got it looking how i wanted it to look so its gave the style i was after
Even better if i was able to place all of my objects down in my level to have a semi working game to play
Even better if i was able to place all of them down in the time that i had as i had to also do the coding at the same time and still wanting to figure out the positioning
Even better if i was able to completing trouble shoot and get the grapple hook working so i have my game mechanic useable in my game
Even better if i have decided on my audio and added my art style into my docuement
Even better if i was able to do some other of my pages and added more to my website so it works and has more detail in it

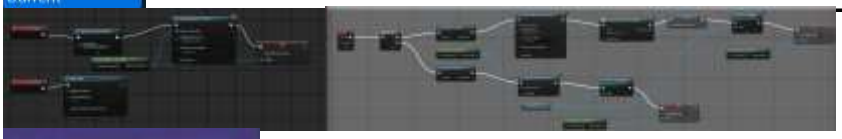
Even better if i was able to work the code out without asking for help as it would show that ive learning how to code mechanics and debug code easily and quickly
Even better if i was able to fully finish my Ammo UI as i still have to finish creating and coding my visual ammo deleption not just the text going down every time the player shoots
I was able to do my ai and have a fully functioning protype to then build upon and then create a fully polished level for this project aswell as finish all of the audio as i still have footsteps audio to add into the game
Even better if i could of added more infomation into my website that can be viewed and explained more about my game
if i didnt need help with the ai code to set it up working
Even better if i was able to add more into the new level to make it a little more tricky as its pretty easy as of rn

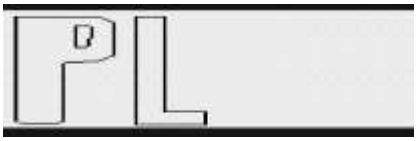
Even better if i was able to add more mechancs into my game as i dont know what else to really add
Even better if i was able to do all pages today but sadly all my footage is own my personal pc
Even better if i was able to fully add the reflective log and record all the videos i need ready for the voice overs
Even better if i was able to add my reflective log but it took a while to add the videos aswel
I dont know what i could do better here

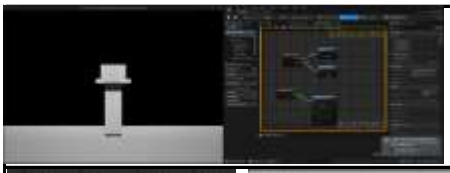
Progress Evience

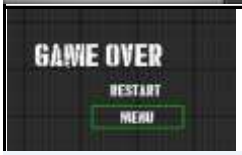
(Screenshot or screen recording)

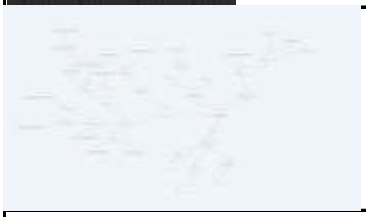


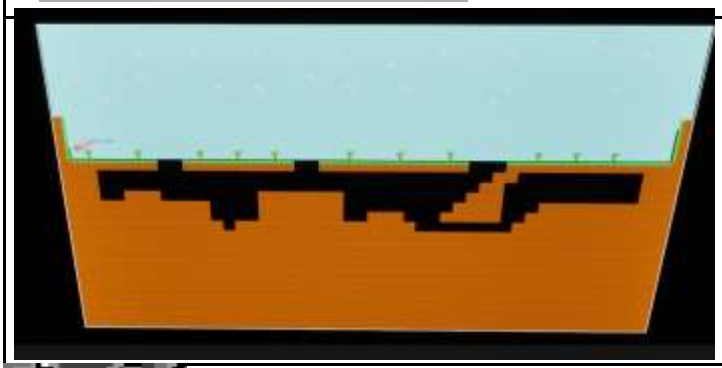






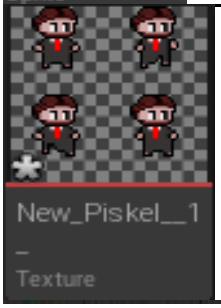

GAME OVER
RESTART
MENU





PlatformWall
Sprite

PlatformStart
Sprite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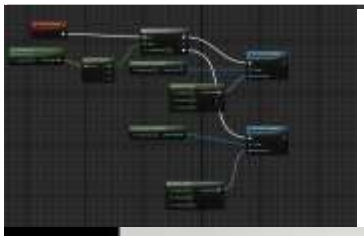
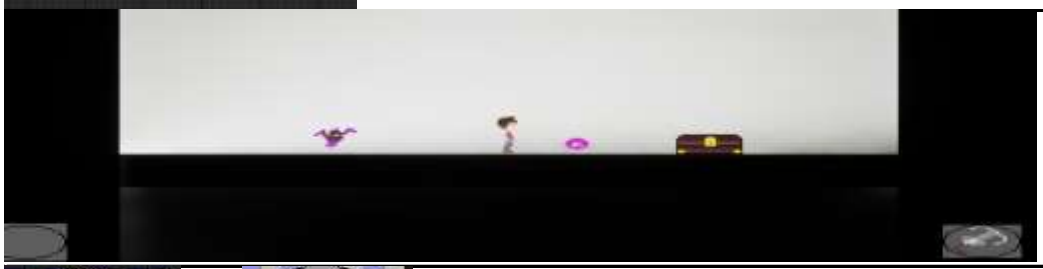
Texture

IdleAnim
Paper Flipbook

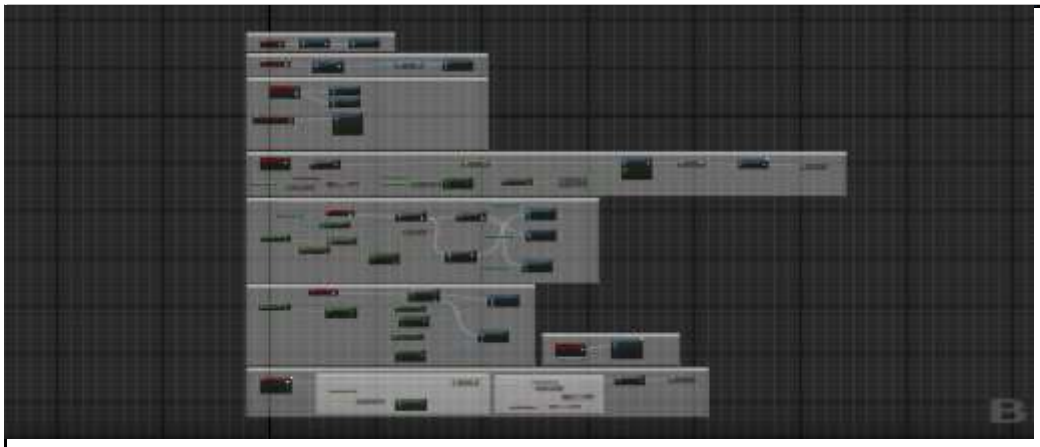


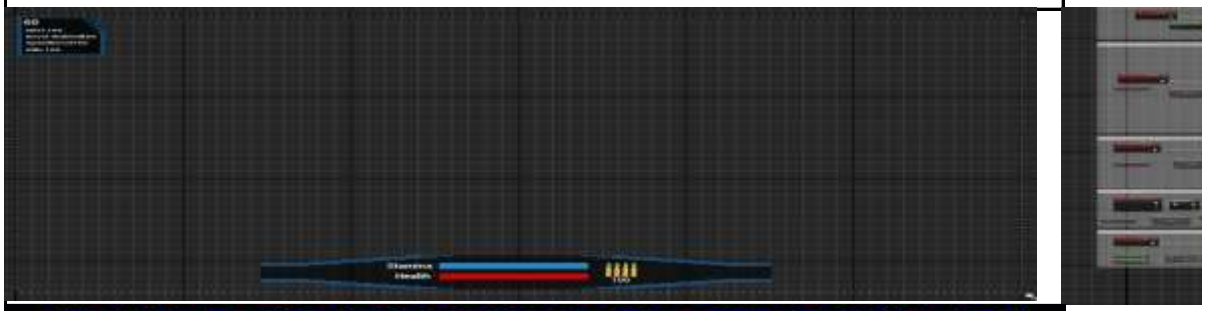


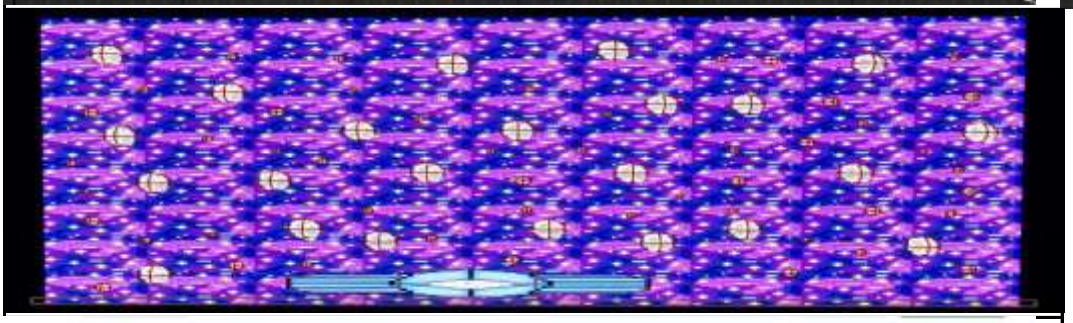
DoorOpen
Sprite

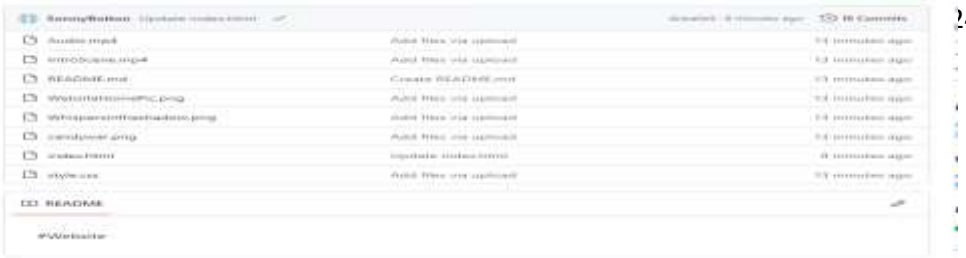
DoorClosed
Sprite

2D PLATFORMER
2D PLATFORMER PROJECT









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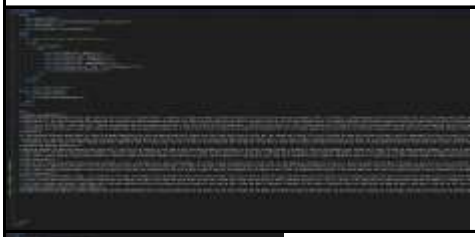
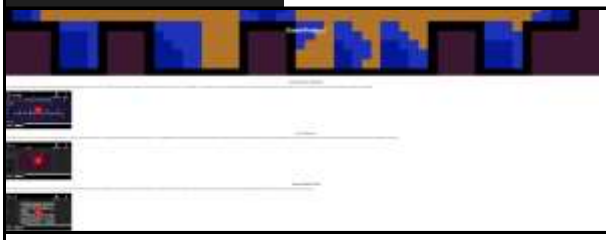
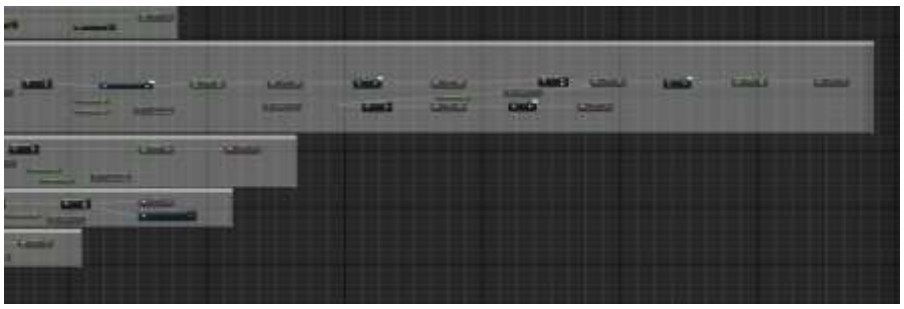
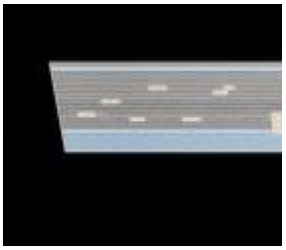
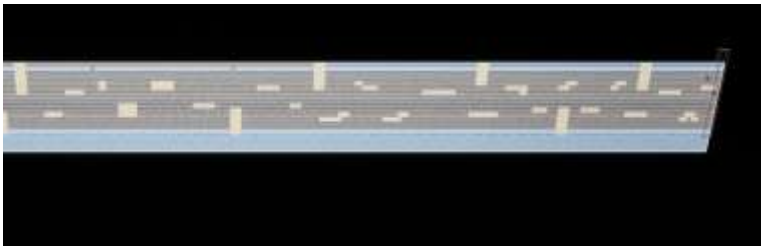
Password: Game







Level02