Gam 320 Evaluation

Intro

Analysis

Moving from Unity to Unreal

Designing classes and hierarchy.

When we started work on the Unreal version of the game, we had a fairly clear idea of what we needed to implement, as we had the Unity prototype to guide us. However, due my lack of experience with the Unreal Engine, I initially attempted to construct a very similar class structure to the one we had in Unity. This caused me a lot of frustration as I grappled with Unreal’s Blueprint/C++ division and the huge number of classes already available in UE4. It took me the first week working in Unreal to really start to grasp how to separate functionality into C++ classes and blueprints derived from them.

Though this was in part caused by my lack of experience with Unreal, something that I continually tried to improve by reading the documentation and watching tutorials. However, my difficulty in designing the class architecture was compounded by essentially planning on the fly, with minimal use of UML or class flow diagrams to help. Although I made some attempts at using UML, I mostly opted to “Code and fix”, refactoring multiple times to eventually reach the desired outcome.

Teaching version control to team.

Outro