

# Iron Brawlers

In this reflection I will be discussing the making of our game Iron Brawlers, what we planned our game to be, responsibilities, what went wrong/right, what the game ended up to be and what I have learned from the development of the game.

## Pitch and pre production planning

Josh and Dante pitch this fighting game where you would knock off the opponent's armor. Each character would have sets of armor that would have different properties which would encourage different fighting styles.

It attracted my attention because the thought of creating a lot of 3Dmodeled armor and/or characters was pretty appealing.

Pete joined Josh and Dante, and had already started some discussion of the game before I joined the team. We had a lot of discussions about what we wanted out of the development and what we thought we could achieve because developing a fighting game is not easy.

Through our discussion we knew we really wanted to focus on an armor system but we wouldn't be able to make it as complex. So we planned on making a fighting game with one or two characters with at least one armor set but with different moves and how they are affected by their armor.

## My responsibilities and priorities

My responsibilities were research,3D modeling and retopologizing. When we were discussing what we wanted to do in the team I knew that I wasn't fit to be the team leader and mostly wanted to know what my tasks were and not put too much on my palate. Something I always enjoyed working with is 3D modeling so going into this project I knew that was what I wanted to do.

My priority after the first few weeks was modeling the first character when Dante was done concepting it.

- a. What the game was planned to be.
- b. Your responsibilities and priorities.
- c. What went wrong during development.
- d. What went right during development.
- e. What the game ended up being.
- f. What you have learned from the experience.