Trace Mailloux

MART 460

Final Discussion

Unfortunately, I couldn’t get my game to work as intended. I felt pretty good about it while showing it last week after getting the movement system and canvas pop-up system working. However, once I tried to implement inventory systems and link them to the canvases, I had trouble getting the game to track what resources I had already allocated. After trying multiple inventory systems from the store, I couldn’t get it to work, so I decided to at least get the movement and canvases set up throughout the map.

The node map was a huge help when it came to creating the movement of the player on the map, but it also was finicky, and the documentation provided didn’t provide a lot of resources for fine tuning the nodes or any references on how to fix the node map if one of the nodes wasn’t working. This made me start over multiple times from scratch and, after not getting the inventory system, I had to end up using one of the demo scenes provided in the node map download just to get the number of nodes I needed working correctly. This also led to more problems, however. Mostly, it gave me more nodes than I needed, but it also made the map 3D, which made placing the nodes and buttons even more difficult. This also made the canvasing more difficult, because even when set to screen space-overlay, the popup sprites with the questions would only show up around half of the time after clicking on the node/button.

I decided, with all these problems in mind, that I would still try to continue with my plan to get nodes and canvas pop ups place on the road tiles, however after opening my project at the beginning of the week, the nodes on the latter half of the map would not respond to any input, regardless of their placement within the space. All these issues lead me to believe the node map hasn’t been updated for my current Unity version or I should have diverted back to a previous version for this project.

I was using a simple button system that would set a certain canvas to active if a certain tile/node was clicked and it seemed to work in my class demo. So, I still decided to try to get the canvases linked to the few nodes that I had, but whenever I had more than one canvas in my hierarchy, none of them would show up even if I already set the canvas to active.

To explain the gameplay loop with the above information in mind, each turn would consist of the player clicking on an adjacent tile/node and moving to said node. This, in turn, would activate the corresponding canvas, that would have the story and choice elements. After the player makes their choice, the canvas deactivates, and the player is rewarded or punished for their choice. This could be done through a few ways, either by ending the game, giving resources, or taking something from your inventory. After not getting the inventory set up, I was just planning on having certain choices end the game suddenly, sort of like the old choose your own adventure games.

For my turn in I’m including my build, which, at this point, only includes the movement system now that the canvases stopped working. I’m also including my project file just in case you want to look for something I may have missed. I’m not sure what I’m missing as far as the canvases go, but I included little markers on the four tiles/nodes that would have had the buttons that would activate the four canvases I currently have in my hierarchy.

After spending so much time in the last week trying to get the simplest aspects of the game to work to no avail, I feel a disappointed with the outcome. I knew I didn’t want to make a side scroller or platforming game, so I set out to do something different. I ultimately regret that, however, as I felt a little out of my depth using less forgiving systems and mechanics. This also took away from more professional aspects of my game like a start screen and or prescroll. I wanted to establish the story mostly through the pop-up dialogues, but after getting a couple friends to test the game, it became pretty obvious that the story was lost on them.

If I were restarting this project and doing it differently, I most like would have still built the tiles/map first but would have jumped straight into the movement instead of making artwork or starting the pop-ups/story. I wanted to home in on the look of the game as I thought it would help me make decisions regarding the gameplay, but it only led me to feel more limited in terms of time and options. I also would have tried to find a more comprehensive download/addon from the asset store instead of trying to cobble together multiple ones to achieve my gameplay goals. My main difficulty was trying to create my own scripts or systems by using tutorials, but that would often lead to frustration because I would be halfway through a tutorial before realizing it wouldn’t work for my game or it wouldn’t allow me to do other things I planned.

I really wish I had joined a group for the final project or chosen something simpler. Not only to allow myself more time to create a better project, but also be able to bounce ideas of people or allow other people to troubleshoot instead of staring at my screen for hours. I’m still happy I took the class, however. I enjoyed the discussions and, even though I was already aware that I like creating art, I was surprised at how much I enjoyed coming up with the “world” and story for this game. While I don’t think my stubbornness will allow me to drop this game until it is at least a little bit functional, I look forward to more exploration in the story creation of games and creating things in game studio next semester.