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Digital Game Development GAM-305

Virus Hunter Postmortem

The sentiment that will likely be echoed by my team would be that things went smoothly for us overall. A big contributing factor to that would be transparency of our strengths and weaknesses go as far expertise in the beginning. As we brainstormed game mechanic ideas, roles naturally fell into place, as contributed ideas aligned with our skillsets. I have worked with Ryan on a game jam team, and I felt he didn't have the opportunity to contribute very much to programming, which is what led me to taking the UI role. After discussing and planning required elements we decided that it would be helpful for me to also take on the role of AI programmer and animation integrator, since it seemed I had the most knowledge in those areas.

A vast majority of the screenshots and video recordings you'll see of our project are taken by me. I really like making recordings of the days progress, which I share on either the SNHU discord, or in the case of this project, in the team discord. I love seeing the discord light up with excitement when I share something like the spiders having their walking animation integrated, or the animations I integrated for the gun. Here's an example screenshot I took of a "bug" used in Sarah's powerpoint;

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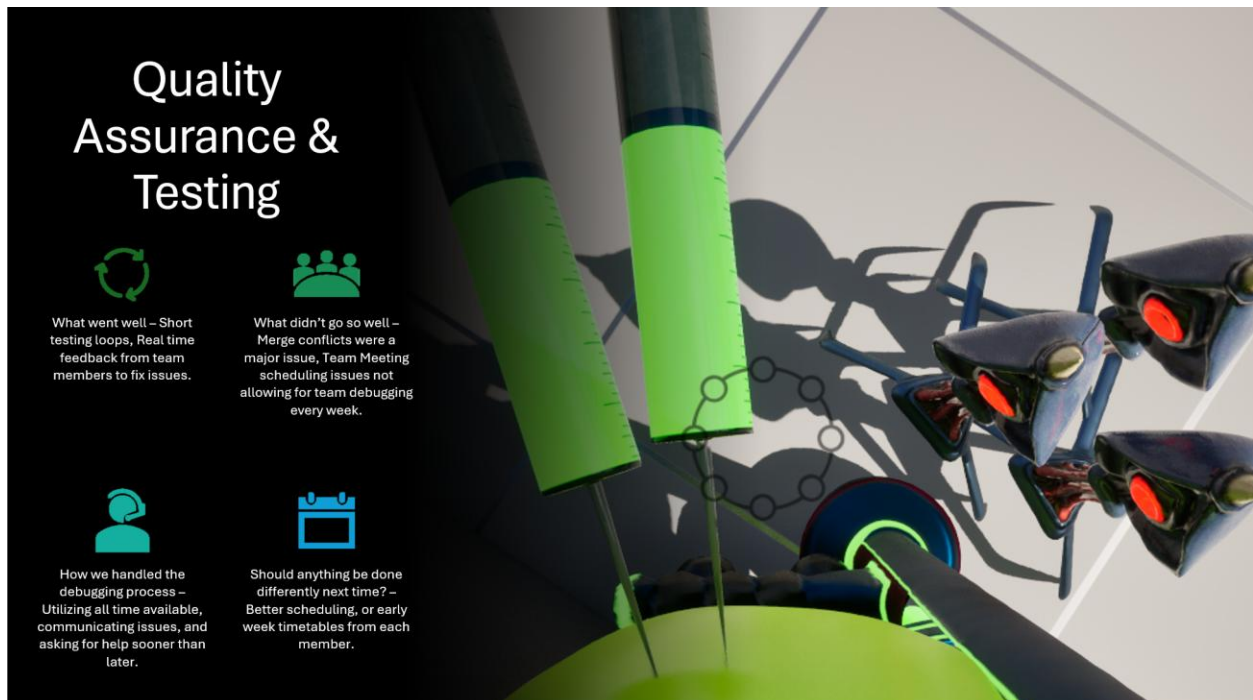
Untitled video
(19).mp4

Some game bugs have been more persistent, such as projectiles occasionally shooting completely the wrong way. This is likely caused by homing logic in the projectile locking on to environment objects, which has been fixed in Survival mode but still needs to be applied to Time Trial. In the beginning, when I struggled to get certain animations integrated, Sarah offered to meet so she could offer input on the intended implementations, with both of us being new to the process. We also plan to further optimize the game with render distance, but some more severe drops in fps could still be investigated. Another thing you won't notice unless you look down, you won't see your legs. That's because due to a lack of time (and perhaps planning in this regard) we weren't able to get looking around properly programmed. So at the moment the character mesh is a child of the camera.

The short and honest answer to Tools & Practice would be Discord. Yep, just discord, and a healthy amount of channels. Though I will say despite other tools (Trello, Excel, Timetables) losing their usefulness I would argue they were helpful starting out. Almost like looking at a track map before the starting gun. Combined with a team analysis of the game document, we were able to define mechanics, and sort tasks as necessary.

Communication is everything! Early on I made sure to support a space for open communication. I don't want to be a part of a team that HAS to make a game. I'm here to make a fun game, and to do that you have to have fun making it. Whenever someone had something to contribute, I put checking it out on the top of my to do list. Whether the contribution was the best fit for the project was secondary, and revision necessary was circled back later on. Initially the sound of the player gun firing was a light popping sound like a balloon. Later on I suggested going for something more like a T-shirt cannon to give the gun more "oomph." There were a lot of things I added, that I shared in the Discord to await feedback. Things like the spider walking sound, and the spawner

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rolling sound, were sounds I added and shared in the discord before merging the changes.

It can be a pretty political topic, but I can't help but feel like something is missing in general when it comes to the git workflow with UE5. You can only go as far as adding detailed commit messages, outside of that (unless were exclusively making your project in c++) any meaningful information can't be taken from information in merging. That being said, we have had an on going issue with git involving "files missing pointers." We've tried multiple solutions, including some provided by the professors in the SNHU discord, but the issue still arises occasionally. There's nothing major I can say that I would do differently. I would certainly use my newly gained knowledge to offer insight in the animation process. Knowing how to implement things such as animation notify's in UE5 would have saved me a lot of time, but that's the point of education.

Game download (still getting updates!): https://kratum.itch.io/virus-hunter