Project Evaluation Report

* 1. Critical Evaluation

The assessment we were given was to develop/design a Game Level in either Unreal or Unity as it says in the document for the assessment.  
The group I was in (Tri-Guys) initially started working on Unity as it was the last engine we used on our previous assessment for Computer Games Design.  
We as a group split the tasks for developing the level where Andrew and Thomas worked on programming the character who would move around the level (Andrew made the wall running and double jump and Thomas created the Grappling Hook feature). I decided to take on the task of creating the level’s look and lighting.

I primarily used Maya and Mudbox for creating the 3D objects and the details you see in the walls. For texturing, I used a free software called “Materialize” which automatically turns an image into a full PBR map with normals, bump mapping, etc.

I started off blocking out the entire level in Maya and getting a good look at how the level would look in it’s simplest way. When I was finished with this, I sent the blocks I made for the level onto Mudbox and create the warping/wavy look you would see on the real-life images that the 3D blocks were supposed to look like (canyon valley’s, close ups of canyon’s, etc.)

We had our first assessment which was to write down our idea for the level and any details attached to it (backstory, sketches, concept, etc.)

I certainly believe we managed to stay on point with our ideas from that assessment and successfully implemented them greatly onto a full 3D environment as we initially imagined.

Unfortunately, during the development, some of the tasks had to be moved around, mainly with the coding. Andrew Scott was now the main coder for the character and Thomas worked on the Play Testing Document due to all of use getting the cold at one point and the sickness disrupting the development of the project. Luckily, we managed to pull it all together at the end.

Looking back on the assessment, I wish I organized myself a little more so I could finish off the models, textures and lighting a lot earlier. Plus, I couldn’t communicate as much to my partners this time than before, so I’ll try and improve that in my next group assessment.

* 2. Playtesting Results  
  When it comes to video game development, Playtesting is one of the most important aspects as it makes sure that the game actually functions well to the common player and not the developers who know the nitty-gritty of the game.  
  Playtesting helps reveal all sorts of bugs and glitches that inevitably happen during the development of a video game but it also tells us how fun and responsive the game is to its’ audience.

For playtesting the Level All players will be given a standard configuration: a set of mouse and keyboard with functioning buttons highlighted, placed at the start of the level. Players will be given a fair amount of speed, two jumps they can use for elevation, the ability to run across along walls and the ability to hook onto set points of the level. The hook will allow the player to swing with exaggerated momentum to reach certain ledges ahead of them. When used together the mobility, momentum and elevation should present the player with a challenge, the ability to and the satisfaction from overcoming sections of the game.  
  
Internal Testing Sheet

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| Testing Type | Requirements | Expectation | Reality | Working as Intended? | Misc. Details |
| Start up | The game should be able to start up and run without error. | The game should be able to start up and run without error. | The game does not crash upon start up and boots the player into the menu. |  |  |
| Movement | Testing movement | The player should be able to move freely. | The player is able to move back and forth on the ground, jumping and landing normally. |  | I made sure that the character wouldn’t be able to walk/clip through the level. |
| Added Mobility | Successful double jumping and wall running | The player must be able to jump twice before touching the ground again and must be able to slide along walls. | The player is able to double jump, have control over their airborne movement and stick to walls. Latching to a wall will reset their jump allowance. |  |  |
| Grappling | Be able to hook onto the environment | Hook entity attaches to where the player is looking, tethering them to the environment. Upon detaching the player will have free movement. | The player can shoot and attach a grappling hook to the environment. |  |  |
| Swinging | Attaching onto the world and swinging the player | The player should be able to tether themselves to the world and use their velocity to clear gaps.  If the player is able to clear one gap safely, this is a success. | The player is able to swing with the help of the grappling hook. The rope allows them to use their momentum. |  |  |
| Complete the game | Successful completion of the game, from beginning to end | The player must be able to complete the game at least once. If the functionality or the idea works at least once, then this is successful. | You can complete the game through the use of the game mechanics. |  |  |