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Individual Report & Peer Assessment

My Role And Contribution In This Project

My role in this project was Captain/ Cinematics programmer, as the captain I would allocate team members tasks and make sure they are doing them efficiently. I also organised and setup our Trello board and updated it throughout the project to make sure each team member knew what they're next task is or what tasks were available that they could take on by checking the current sprint backlogs which would tell them the task at hand in more detail.

As the Cinematics programmer I created all the cutscenes for our game by using a combination of the storyboard and script provided by both of our narrative designers (Shaafie Abdulahi & David Carew) and was able to contribute in adding voice lines to the cutscenes thanks to our audio engineer (Alfred Abraham). I also contributed with some of the gameplay by creating the base blueprints for the Basic Enemy AI, one of the Enemies AI fight in close range and the other will shoot an energy ball from a distance.

Technical Difficulties Encountered & How I Solved Them

Most of the problems during this project was due to the Unreal Engine and Github, our project was setup so that each person has their individual branches so that they can do their jobs, when merging the branches back into the main sometimes things would just mess up like a situation where the maps from my branch were missing and some files would get corrupted. Luckily before committing and trying to merge into the main branch I would always keep duplicate the project files into my hard drive so I would just reinsert them.

There was also a problem with the cutscenes where in between cutscenes it will just cut into the gameplay for a little bit and then jump straight back into the cutscene, this happened because there was a gap in between cutscenes so all I had to do was close that gap.

Team Review

For this project I worked in a team of 6 and in my opinion I believe the team synergy was really good among most of the team mates, everyone was able to do their parts of the game to a decent enough standard. Communication with the team was extremely easy since we are all in the same Discord group. communication was especially easy with the two narrative designers whenever I didn't understand something in the storyboard or script then I would call them and they would go through it with me whilst I am creating the cutscene on Unreal.

The only way the team was dysfunctional was getting the work started but this was because everyone was busy with other modules with their deadlines being so close together but this was understandable so I wasn't too harsh to them in terms of that, after starting it the process was smooth to an extent.

But there was difficulty with the gameplay programmers since they were taking their time to implement stuff and I had to get some of the features started such as the Enemy ai, they also kept asking me questions not about the tasks but about how to use Unreal engine which made the cutscene creating process longer.

Challenges To Narrative Development

The narrative development was quite challenging in terms of converting the storyboard into actual cutscenes because sometimes there were certain things that I couldn't do and certain animations I wasn't sure what they were. Luckily this was made a lot easier by contacting one of the narrative directors who would make comments on the Trello board or go through it with me in a voice chat, there was also a challenge with keeping up with the script writers plan so they were told to shorten the script because it would have created way too many scenes for both me the cinematics programmer and the narrative designer creating the storyboard.

Achievements

In this project I believe I had many proud moments such as creating all the cutscenes for all 5 levels that we have in our game. I was also proud of being able to communicate to different branches of the team and helping them out with stuff they needed help with and answering questions about their tasks. I was also able to create a nice Trello board where everyone was able to see what they needed to do.

If I had to choose my favourite moment of this project it would definitely be the cutscenes especially since I witnessed the whole progress from the script writing, the story boards and how the voice acting process went. I believe that the cutscenes I created thanks to my teammates are really cool and really fun to watch.

In Conclusion there was a lot of positive and fun things about this project especially the voice acting sessions me and the other team members had where we would all meet up and record our voices.

Improvements

For this project there are a few things that I would like to improve, for example the gameplay I would like to improve because at the moment there is a lot more cinematics in our game than gameplay, I would also like there to be more cool abilities that the main character can use. As the captain whilst during the story writing process I felt like I should have given the tasks to the gameplay programmers sooner instead of giving them the tasks once I started my part, I also felt like I could have balanced this project and my other projects from my other modules better.

Another improvement that could have been made to the game was having better animations by using mocap suits instead of having to rely on [Mixamo](#) for all the animations but unfortunately the mo cap suits were not ready for use.

Learning Outcomes

In this project I learnt a lot about not only the Unreal engine and creating cutscenes on them, but I was able to learn to a good degree about the process of creating the narrative game. As the captain I was able to dig into the narrative side, programmer side and audio side of game development but I was mostly the cinematics programmer, saying that I was able to learn about the process of first planning out the story. We were able to plan out the story quite easily by first using the Trello board to write down any ideas any team members had, once we had a hold of an idea then what was next was creating the world for the game.

Whilst creating the world for the game you also need to think about the most important characters and write a biography about them, whilst doing this you should also be thinking about the gameplay and jotting down ideas on how this could work well with the story. In our case since our game is set in a superhero society world it was quite easy to think about gameplay, we all knew that it had to be some sort of game that required combat.

I was also able to learn more about Githubs source control and find out just how useful creating branches for individual people was, apart from the issues that I had with it with certain assets missing when merging into the main branch it was a lot easier and quicker for me and my other team members to do our own things on the project without having to wait for each other to do their parts.

In this project I was able to learn about and do something I've always wondered how it worked which was the cinematic side of creating the game. Creating cinematics for a game is actually very similar to editing a video except that there are extra steps such as you need to adjust the camera yourself, you need to add in the models and pick the animations you want for them. Creating cinematics was a fun experience but quite long but thanks to the script and storyboards it was quite easy to figure out how each scene will play out.

I would say the biggest learning takeaway I had with this project was the importance of actually planning the narrative project from start to finish and creating all the documents required such as the storyboard and script, thanks to the planning that was made it made my job a lot easier to actually create the cutscenes and helped immensely with figuring out how the game would play.

Another big learning takeaway is how important it is for the team communication to be on point without having the group voice calls we had then it would have been extremely hard to produce this game in the first place. Good team communication also made everyones jobs a lot less stressful since they didn't have to wait ages for a response especially if the task they are currently doing is dependant on a particular person.