

# Evaluation

## Top Down action RPG

Document version 0.1 by Menno van Hout

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# Overview

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## Project details

### **Objective:**

A 16/8 bit prototype game with mouse + keyboard and controller support. With minimum 3 levels and a boss level. Needed powerups, health, money and at least 1 puzzle. At least 1 enemy that follows the player when he gets to close. There needed to be a main menu, overworld and levels with pause menu.

### **Software used:**

- Unity 2018.3.7f1 (Game engine: used to combine scripts with assets making the game and compile it to a .exe).
- Photoshop (Used to create art).
- FL Studio (Used to engineer sound).
- Visual Studio (Used to write code for the game).
- Sourcetree (Used for our GitHub repository).
- Chrome (Used to communicate with our team and to distribute the game).
- Windows (Used to run Unity, Visual Studio, Chrome, FL Studio, Photoshop The game).

## Planning

In the plan of approach we took 5 weeks for this game. And we did it. But to be honest this is a bit hard to explain. Because every documentation should be made as if we are a team but actually I had to create this whole game alone. I think the planning I made which you can find in the "agenda.png" file is pretty realistic.

## How it went

This project had many ups and downs. To be honest it went pretty ok. There are a few things I would change if I had to do this again. Most of the times I forgot that I was making a prototype instead of a whole game. I was way too focused on creating a really nice and smoothly running game. With full game features like: Save-Game system etc. This gave a lot of weight on my shoulders. I'm writing this document at 1am. To finish everything and make the deadline. So yeah I've made it but I had to sacrifice many late hours. After all I'm really proud of the end result. When you have to write all documentation and find art assets and animate all by yourself it is really hard to do.

## What went right

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### Finding the “perfect audio”

I think I did a pretty great job finding audio for the game. And I’ve tried to put as much sound effects in the game as I could think of. I’m really happy with the music and sound effects i’m using.

### Writing code

Writing the code was going very smooth this time. There were not many bugs and the bugs that were found were easy to fix. Thanks to this I had enough time building cool extra features like a working save-game system. I’m also really proud of the random level generation system.

### Playtesting

I’m really happy with the results of the playtests. People do like my game and everyone was pretty enthusiastic to play it. The feedback I got were more or less only bugs instead of things that had to do with the experience of the game.

## What went wrong

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### Unity's new tile map system

Unity's new tilemap system was a big pain in the \*ss to work with. It has cause so many Unity crashes because I was changing the collider type of a tile. Unity clearly has many bugs in their new tile map system. I had to find many work arounds to resolve all these issues to even create a Overworld without crashing. After that a new bug appeared. Colliders didn't work in builds only in the editor. I'm glad I found a fix.

### Forgot to commit to Github

There was one time that I forgot to commit my changes from my home computer. This made it impossible to work on the location of the client since I made major improvements on my home computer and it was to much to write it all again.

### Finding all assets I wanted

Working on a game all by yourself was pretty hard. And I didn't find every asset that I needed in order to create the game 100% as the storyline from the concept pretended. Although the concept is the same I'd like to had some more assets for the Overworld.

## Conclusion

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### How to continue the things that worked

This is pretty easy I found a great site for the audio/sound assets. [opengameart.org](http://opengameart.org) really helped me alot finding the perfect sounds I could use for free in my game. Writing code better and better is something that speaks for itself. The more time I code and the more experience I get the better it becomes. And last but not least for the successful playtests I just think I had a really nice Google form that worked out great with good questions.

### How to fix the things that didn't work

Well finding fixes for bugs that are caused by Unity is just a matter of Googling a lot and try to find work arounds. After forgetting to commit one time you never forget it anymore. You traveled to your client for nothing and spend hours that you could have spend working on your game. Fixing the problem of not finding the right assets could be easy by working together with a art/sound artist.