**ICGD Design Masterclass 18/19 Postmortem**

**S184753 Ionut Ciobanu**

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| **STUDENT NAME** | Ionut Ciobanu |
| **PROJECT NAME** | L6 DMC Group 03 – ‘No Reflections’ |
| What do you think went well on the project? | I believe that the idea we had was rather innovative and imaginative, and I believe it perfectly met the briefs’ requirements.  What I think went the best is the fact that we’ve managed to get a broken, no longer supported feature of UE4 to work – the dynamic lighting system. It had been dropped a few UE4 versions ago for being ‘unreliable’.  We have also successfully had the game play-tested and iterated on the design decisions I’ve taken, therefore.  The level design I believe went especially well as I’ve used a whole lot of 3D royalty free assets to build a quite large level that makes up for an immersive experience. |
| What do you think needed improvement on the project? | Communication was definitely the worst and could see major improvement. Most of the decisions were taken by myself as (although I was available most of the time) my other team member couldn’t ever find time to meet up. I feel like the project could’ve turned out better if we both had communicated as expected, but meetings were never happening as planned. In fact, meetings were never happening at all having only met two or three times throughout the entire project, and then it was for a brief two hours or so as well. The documents (‘meeting’ minutes) were also completed entirely by me as I was given no choice, and someone had to track the project’s progression.  It also took us a few tries to find the best answer to the brief, the project we went for in the end being our 3rd brief response. We previously had two other ideas, but they weren’t as good as the direction we went with this project. I believe we lost some precious time there.  In retrospect, I wouldn’t have scoped the project so highly knowing the amount of work it took. There are easier ways to meet the brief. |
| What do you think of your own contribution to the project? | I believe my contribution to this project is rather indispensable. I have taken most of the design decisions, I have programmed almost half of the games’ features, I have play-tested and iterated on the design decisions.  I have built the entire game level by myself, sourced and added soundtracks and sound effects, taken care of the game immersion.  I have very much enjoyed everything I’ve done, less so the overwhelming amount of work. |
| **OVERVIEW** |  |
| **Thinking about the project you have worked on this year, what are the important lessons that you will take away from the experience for your next group project?** | I will focus more on the design side and let the artwork and game immersion to the artists if any in our group.  I will do everything I can to establish an efficient way of communicating with any of the team members. I believe any sort of input is valuable regardless of one’s area of expertise.  Allocating more time for gathering feedback and iterating on the project is also very important and I feel I should’ve used my time more efficiently. |

**Asset list:**

* The entire level design
  + Built out of multiple royalty free asset packs sourced from the Unreal Engine 4 marketplace
* Water Material for the water passage part of the level
  + Textures sourced and edited in photoshop, material created and coded in Unreal
* Camera shake Blueprint Class
  + Used to reproduce the head-bobbing effect on the player’s camera for added immersion
* Cue attenuation Blueprint Class
  + Used for the directional sound cues I’ve added throughout the level. The sounds are multi-channel, each of the sounds comes from a direction now.
* The Menu Game Mode
  + I have created a new game mode and set it up for the menu widget to function properly
* Main Menu HUD (Blueprint Class)
  + Holds all the settings for the menu widget, controls the visibility of the main menu
* Main Menu Widget (Blueprint Class)
  + The main menu interface itself, built using all the assets I have created – menu movie, buttons, sound etc.
* Menu Media player and the Menu Movie
  + I have recorded a few seconds from within the game and made the video into a background movie for the Main Menu. The video was cropped and edited using external software.
* The main menu buttons
  + All the button sprites (normal, hovered and pressed) were created using photoshop
* Sound Cues
  + All royalty free sourced assets trimmed and added to trigger at specific times throughout the game – cue attenuation affected
* Default Player Blueprints (Blueprint Class)
  + Contributed to the blueprint by adding the sprint feature as well as the jump one
  + Also added triggers for different sound effects such as heavy breathing after sprinting, etc.
* Painting 3D model
  + A 3d model of an old painting modeled and textured entirely by me using royalty free texture maps
* Bounce Material
  + Reflective material that we’ve used for the reflector asset (for the mirrors)
* Mirror 3D model (NOT IN THE GAME)
  + A 3D model of a mirror modeled and textured by me. Did not make it into the final version of the game due to some light ray bounce / collision issues