**ICGD Game Project 18/19 Postmortem**

**S184753 Ionut Ciobanu**

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| **STUDENT NAME** | Ionut Ciobanu |
| **PROJECT NAME** | L6 Game Project – ‘Steal it!’ |
| What do you think went well on the project? | I have met the brief requirements and managed to deliver a decently polished game in time.  The feedback I have received greatly helped me in iterating on the design choices of the game.  Project planning also went very well, albeit mostly since it was a solo project. I had enough time to playtest and iterate on the game a few times over a six or seven weeks period. I’ve been following my own schedule based on the sprints I was setting up myself. I was in control of the whole project. |
| What do you think needed improvement on the project? | Looking back on the project outcome, I believe my coding skills need improvement as the game is somewhat unstable from a technical point of view.  The rounds system sometimes acts strange and doesn’t trigger at the right time. One of the characters tends to get stuck in the air at times after the new round countdown, although I still cannot explain myself why.  The projectile system is also very basic at best, with the players having no way to aim - the projectile travels in a straight horizontal line always.  The theme of the game is almost non-existent with various assets themes’ colliding. I could have given more attention to it. |
| What do you think of your own contribution to the project? | My own contribution represents the whole project itself, as I’ve been working on it solo. I’ve worked both as the designer and the programmer for the game and although I am quite happy with the design choices I’ve made, I am rather reluctant to say I’ve done well enough in the programming department. Consequently, the game suffers from several errors that I have not been able to solve or find a way to mitigate when it comes to the coding side of the project. The game is however functional and meets the brief, which I consider to be the most important part. |
| **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?** | The most important thing I’ve learned is that there is always another way. As I’ve said, due to my limited programming knowledge I had some issues with specific mechanics of the game, issues that persist. I should’ve instead used my designer skills and try to find a work around those mechanics or even completely replace them, not try my luck in coding them although they were way out of bounds for me. In the next projects I will better identify and act accordingly on what I am able to do and what I am not.  Another important lesson I have learned from this experience is that the art assets quality means nothing if the game has no theme. I could source the highest quality assets and build a game, but if the assets themselves belong to multiple different themes instead of conforming to one, then the result will be unsatisfactory. |

Asset list:

* 2D Side Scroller Character (2 of them) Blueprints
  + Blueprints for the characters interaction, overall settings, appearance and more
* Increase Speed item blueprint
  + The blueprints for the battery pick-ups that increases the speed of the player for a limited amount of time
* Main item blueprint
  + The blueprint for the main item of the game that rewards the players with points upon picking it up / stealing it from each other as per the aim of the game.
* Projectile blueprint
  + For the projectile shooting system of the game. Upon picking up it allows the players to fire a plasma ball at each other. On hit, it freezes the player for a brief second.
* Item Sprite
  + The sprite for the main item of the game. Designed by me.
* Game Controller Blueprint
  + The main blueprint that contains all the settings and the coding for the game. It controls the rounds, the collisions and everything else.
* Player 1 & 2 Controller Blueprints
  + Inside there are the players’ control schemes and instructions.
* Menu Controller Blueprint
  + Same with the player controller but contains the instructions for the menu.
* Main Menu Widget
  + The widget for the main menu. This is what gets displayed on the screen when the menu starts. Includes assets such as buttons, title sprite, background and more.
* Progress Bar Widget Blueprint
  + Represents the score bar on the top of the screen and controls the way it works.
* Round countdown Widget Blueprint
  + Used to control the rounds system. Ends the round when score = x and starts a new round. Controls the countdown.
* Main Menu Game Mode Blueprint class
  + A new game mode I’ve created where I stored all the blueprints necessary to display the Main Menu of the game. It basically represents the main menu itself.
* End Game Widget Blueprint
  + The end game results screen blueprint.
* HUD Button sprites – designed in Photoshop
* Score bar sprite – designed in Photoshop
* Platforms sprites – designed in Photoshop
* Sound effects – sourced
* Particles system – designed in UE4
* Various Materials and Decals for visual feedback
* Item sprites for the battery and projectile – Sourced
* Robot character sprites - sourced

Not in the submitted version:

* + - Lion and Fox character sprites (animated) – overall design was too dark, animations were unsuitable
    - Fireball projectile – sourced, not used because I found a replacement mechanic