

Managing Games Production Itch.io Group 3 submission

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Hi Rob,

Unfortunately, we had technical issues trying to build a web playable version of our game. Instead, we built Windows executables and uploaded them to Itch.io along with a gameplay video and plenty of screenshots. Unlike most groups, our project was done in Unreal Engine 4 and not Unity. We used the Paper2D plugin for our game, and there seems to be an issue with the camera when playing the game on the web. When I tried to play it on Firefox and Chrome, only the main menu worked, not the rest of the game. You can see an example of what our game level looked like here: <https://answers.unrealengine.com/questions/219568/paper2d-html5-camera-not-working-properly.html?sort=oldest>

I spent a good amount of time yesterday morning and afternoon investigating the issue and looking through forums to try to find a solution to the problem. Ultimately, I was not able to solve it and had to compromise and build an executable. As the programmer in my group, I was responsible for building the game and I accept full responsibility for this issue. I was aware that Unreal Engine 4 was a good engine to use for 2D games, but all team members had more experience in it than Unity. For this reason, I picked Unreal. I apologise for any inconvenience caused to you and the examiners, but I hope that the video and screenshots will make it slightly easier to assess our work. I have also added a note about this in our game's page, and Github.

Kind regards

Alpeche Pancha