

# Post-Mortem

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# Right: Tried Something New

- ▶ I Wanted to challenge myself and try something new.
- ▶ I have never incorporated an inventory system in a game before.





# Wrong: No Experience with inventory Systems

- ▶ I wasn't sure where to start.
- ▶ I didn't know how hard it would be nor what information would be useful or not when researching how to do it.

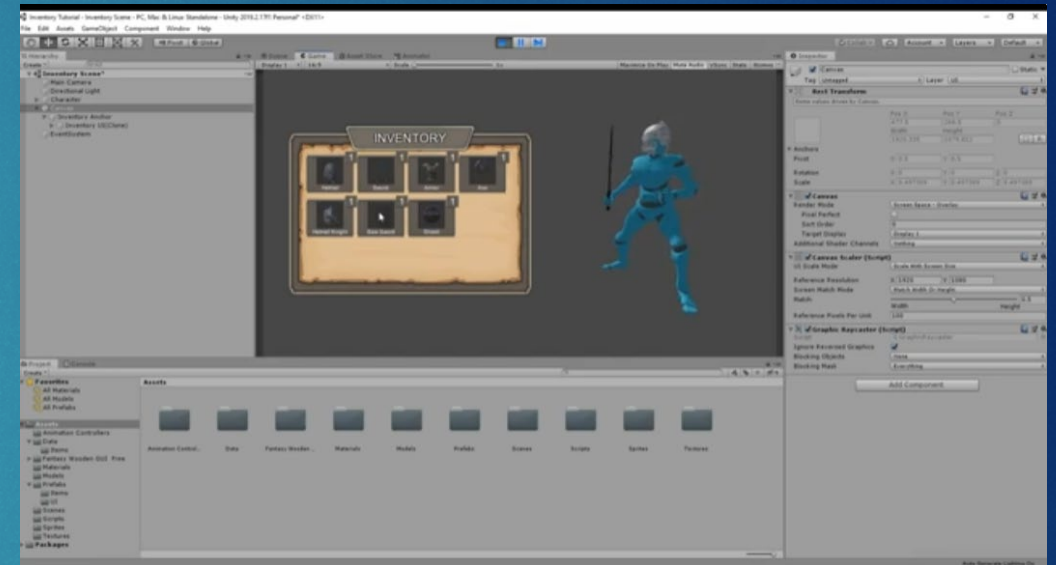


# Right: Used Tutorials

- ▶ I used a tutorial for the inventory system to learn how to implement it.
- ▶ Cuts down development time as I'm not as lost with the coding.

Inventory:

<https://www.youtube.com/watch?v=aS7OqRuwwZlk>





# Wrong: Had trouble finding tutorials on what I wanted.

- ▶ Many tutorials were not what I was looking for.
- ▶ Movement and inventory work in game but aren't quite what I had in mind going into the project.
- ▶ I will have to look at other ways of adding these features to games.
- ▶ Many tutorials were catered to 2D or 10 years old and contained outdated information.



# Right: Downloaded Asset Packs

- ▶ Allowed me to focus more on the code rather than the look of the game.
- ▶ Packs Included:
  - ▶ Modular Character – Fantasy RPG Human Male, RPG Weapons and Halloween 2021 by Blink:  
<https://assetstore.unity.com/packages/3d/characters/humanoids/humans/free-modular-character-fantasy-rpg-human-male-228952>,  
<https://assetstore.unity.com/packages/3d/props/weapons/free-rpg-weapons-199738>,  
<https://assetstore.unity.com/packages/3d/props/free-halloween-2021-205952>
  - ▶ RPG Poly Pack – Lite by GIGEL:  
<https://assetstore.unity.com/packages/3d/environments/landscapes/rpg-poly-pack-lite-148410>
  - ▶ GUI Parts by PONETI:  
<https://assetstore.unity.com/packages/2d/gui/icons/gui-parts-159068>





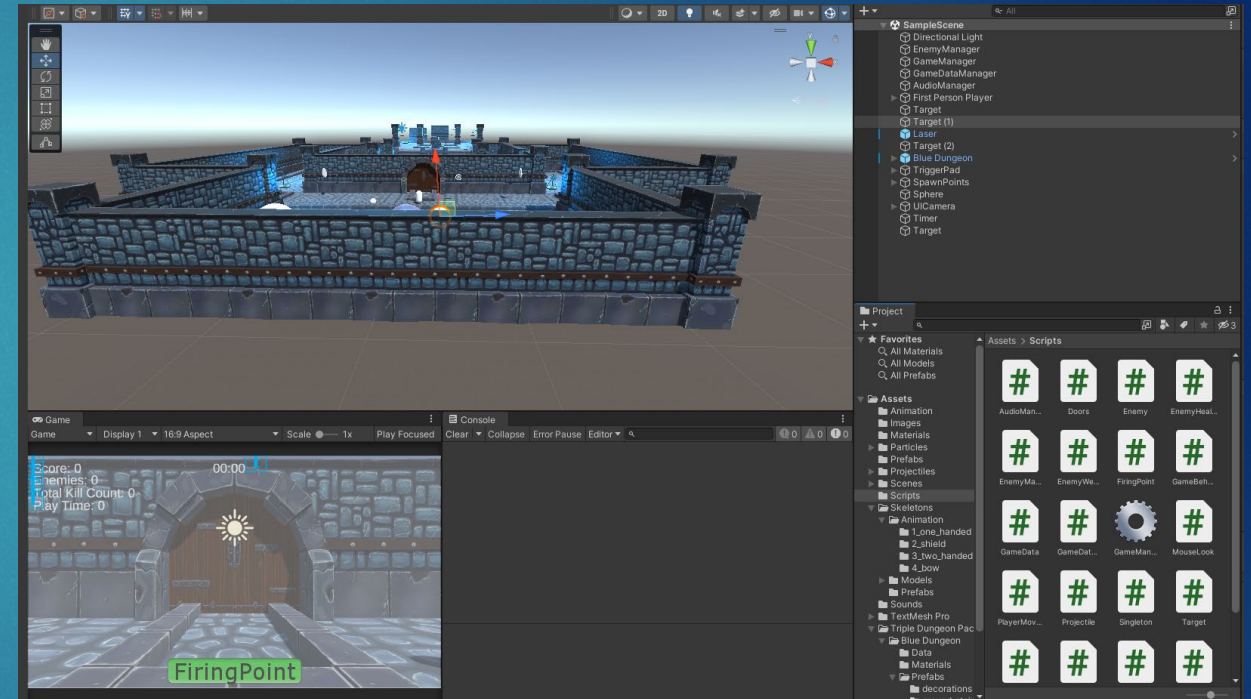
# Wrong: Asset Packs didn't have everything I wanted try

- ▶ I thought about incorporating crouching as part of the movement
- ▶ Asset pack I downloaded for model and animations didn't have a crouch pre-made.
- ▶ I decided against this feature in order to focus more on other aspects of the game.



# Right: Looked back on previous work

- ▶ A lot of my code was based on previous work done in class.
- ▶ This includes:
  - ▶ Enemy AI
  - ▶ Animations
  - ▶ UI Set-up
  - ▶ Title Screen





# Wrong: Current Known Bugs



- ▶ I am currently working on a few glitches
  - ▶ Empty slot showing up in inventory
  - ▶ Resetting level makes Weapons not appear in inventory. Exiting to title and resuming fixed this problem
  - ▶ Combat animations are interrupted by enemy attacks and standing too close to objects



# Right: Didn't overstretch on initial idea

- ▶ I kept my original concept simple. Incorporate an inventory System.
- ▶ My final project has not deviated from this idea.
- ▶ I have avoided feature creep with additions such as enemies and combat serving to assist the my RPG inspiration.



# Wrong: Time Management

- ▶ Need more experience prediction work load vs time to complete.
- ▶ I don't have enough time left to flesh out the inventory system too much further.
- ▶ Game still needs a few features finished such as health and damage.
- ▶ Need to make sure scripts are commented and easy to understand.



# Conclusion

- ▶ While I didn't know what to expect when deciding to work on a inventory system I'm glad I did.
- ▶ There are a lot of tutorials out there to help, not all will be useful or exactly what you want but you can also adapt the code for what you need.
- ▶ Keep goals clear, avoid feature creep , learn to manage time better and prioritize.
- ▶ Be aware of current bugs and look for possible solutions.
- ▶ GitHub Link:  
[https://github.com/Valgius/Skinner\\_J\\_AGA307\\_Assessment-3](https://github.com/Valgius/Skinner_J_AGA307_Assessment-3)