Postmortem For Viking Fighter

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## Brief Description of the Project

Our project is a 1v1 duel fighting game where both players play as vikings, using a sword and shield. Our goal was to make a game which would be easy to understand and to feel fun and competitive.

The Stakeholder of the project was our teacher Tatiana Laikh, which meant we were able to get very straightforward feedback which would be easy to work towards as we had only one stakeholder to please.

One of the top priorities of our group was to make the demo a ‘closed loop’, meaning players were able to keep playing the game without having to restart the game each time. Another one of our top priorities was to make a functioning combat system. It was supposed to be easily expanded and built upon in the future. Finally, we wanted a main goal to be to get a better understanding of Unreal Engine because it has become some sort of an industry standard. We wanted each of us to be more well versed in the software so that we could use it for future projects.

We decided that we wanted the game to be aimed at teenagers and up, keeping the game not too realistic/ gory but still look good whilst keeping a goofy and lighthearted undertone throughout.

## What Went Right?

We put a lot of thought into setting and changing the project goals to make them achievable in the given time span. This meant we had to either lower their priority or remove them from our list of goals. By doing this it was easier to focus on what was important to finish the project.

Our teamwork went smoothly, thanks to being in the same classroom each day and having tools such as jira and discord. They made it easy to communicate with each other about different aspects of the project. Since we were all new to Unreal Engine and to fighting games, communication was key to making the workflow fast and streamlined to what needed to be done.

## What Went Wrong?

Developing in Unreal Engine proved to be more of a challenge than anyone in the group could have foreseen. Unreal Engine's workflow is completely alien compared to anything the group was used to due to it using a graphical programming language, quite a large chunk of total project time was spent on getting used to this new workflow. This combined with the group's tired minds from the previous course made development take way longer than anyone could have anticipated and many features had to be cut.

Due to many features being cut the game became extremely bare bones, this really felt bad for our group, however from the ashes rises the phoenix and our tiny demo we ended up with is still something the group is proud of.

## What Can We Learn From The Experience?

During this project our team gained a base level understanding of Unreal engine 5 and its tools. Scrum and agile thinking was of utmost importance to our group since the working period for the project only was a single month. We had daily meetings within our group and weekly meetings with our stakeholders. This way of thinking is surely something we all will take with us on future projects.