Individual Assignment Postmortem

1. Assignment Overview

• Assignment 2 / Vertical Slice

• 6 of April 2025

• Narrative, Game and Level Design, QA

• LE-Dialogue-Editor, Visual Studio, Github

2. Personal Assignment Goals

• List of objectives assigned to the student for the assignment

- Dialogues for the first level.
- WorldBuilding (Narrative)
- Characters (Narrative)
- Story (Narrative)
- Story Nodes (Narrative)
- Help in other areas if needed.

• Key features or improvements planned by the individual

- Learning to use the LE-Dialogue-Editor tool provided by programmers and being able to use it.
- Design everything related to the first level
- How to translate paper storytelling into a video game.

3. What I Accomplished

• List of completed tasks

Programming
- Sfx when entering or leaving a "House".

Narrative
- Dialogues for the first level.
- Developing the story of the game.
- Developing the characters of the game.
- Developing the worldbuilding of the game.
- Developing the story-nodes for the game.

Design Tasks

- Battle Design
- Level Design

QA
- Testing and Reporting errors

• Code or feature contributions to the project

- Dialog
- Sfx

• Positive takeaways from the assignment

- Learned the basics of the LE-Dialogue-Editor tool provided by programmers.
- Learned how Npc's work in our project so I can use/spawn/edit them for the dialogues.

4. Challenges & How I Solved Them

• Problems faced during development

- Not knowing how the LE-Dialogue-Editor tool worked with the .json

• How they were identified and personally resolved

- Learning how it did by asking the programmers.

• Remaining issues to address in future assignments

- Try to understand how the code structure was made so I can explore and help more efficiently on that aspect if needed.
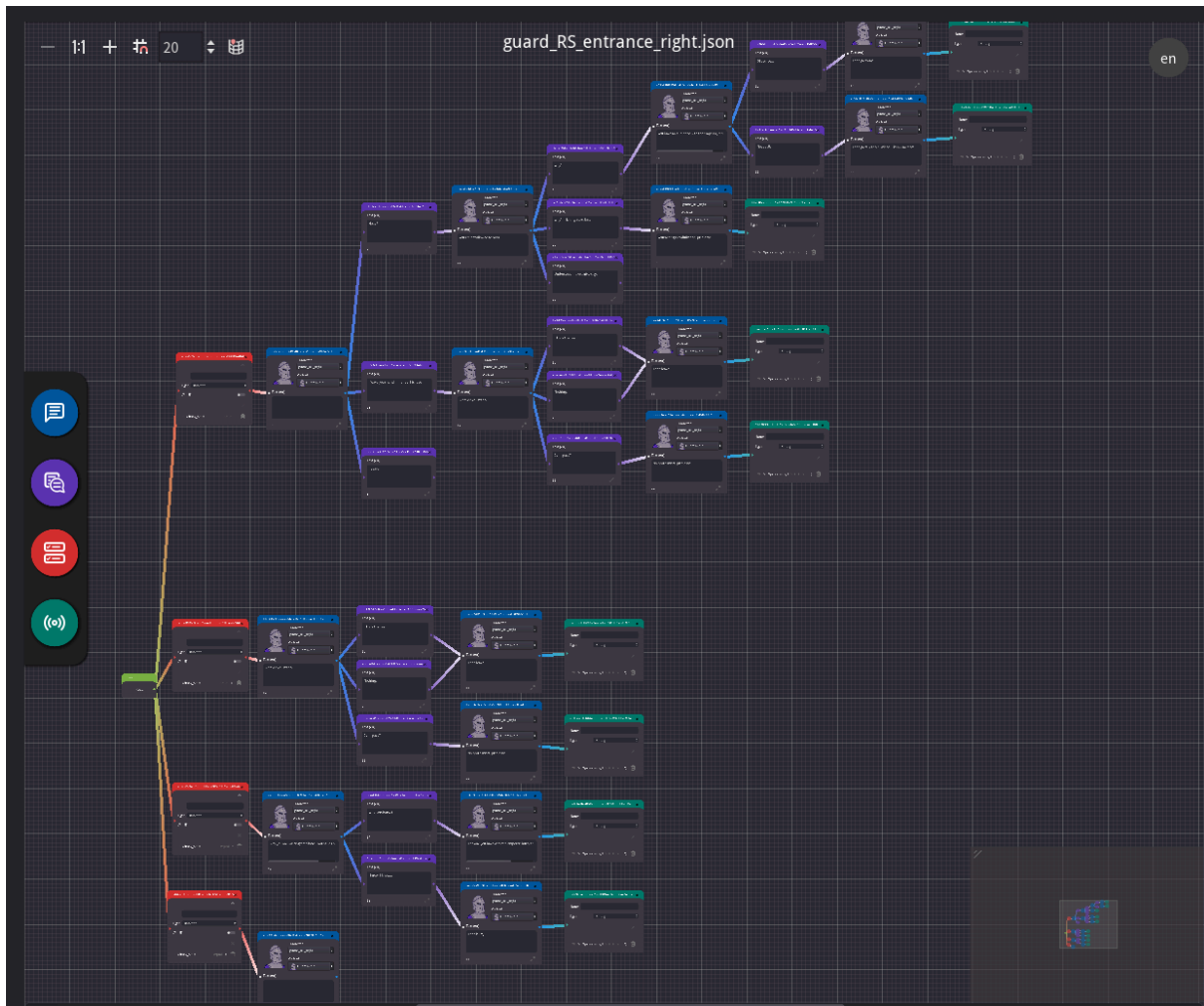
5. Key Learnings

• Technical skills acquired

- Learned the basics of the LE-Dialogue-Editor tool provided by programmers.
- Learned how Npc's work in our project so I can use/spawn/edit them for the dialogues.

• Personal development takeaways

- How to translate narrative made on paper into videogame dialogues.

• Adjustments to the student's workflow and coding practices

Instead of having huge xml documents for the dialogues now I use LE-Dialogue-Editor.

6. Screenshots & Demonstrations

• Include images, videos, or code snippets showcasing individual contributions

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Node detail views

a3575057-1d52-43c6-9d3d-1621b45db126
Character: Sir Gideon Hawthorne
Portrait: Guideon-idle
Text (en): Now everything's set by my part. Come back
154

711d9bac-56d0-4927-b825-c112ee6cb487
Text (en): Which audience?
15

ce8e572b-86b5-4a95-9ba9-b4832d16377b
Character: Sir Gideon Hawthorne
Portrait: Guideon-idle
Text (en): Is this some kind of your unpleasant jokes?
43

705a3f18-2f80-45ad-9257-0cbbc617c5e9
Text (en): - Leave -
9

b26956f6-51a2-4778-92cd-d75d5ecbbddf
Character: Sir Gideon Hawthorne
Portrait: Guideon-idle
Text (en): Do not forget the basics ! Though you might

Check out our narrative production at this link.

Our GDD does also include the design aspects made.

7. Next Steps

• Plans for the next assignment

- Dialogues for the next level, and refine the ones we already have(Using more features like color, sound etc)
- Figuring out Npc paths to make the story progression smoother
- More npc 's.
- Helping in the creation of the environmental items.

• What improvements will be made based on personal reflections

- Understanding the code's structure.

8. Final Thoughts

• Overall experience in this assignment

It has been fun to finally adopt a more defined role, as I have always been multitasking in many areas until now.

• Reflections on teamwork and individual progress

All the team progressed excellently. However, we have been too focused on our roles, to improve in the future we need more information exchange in between areas.