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.
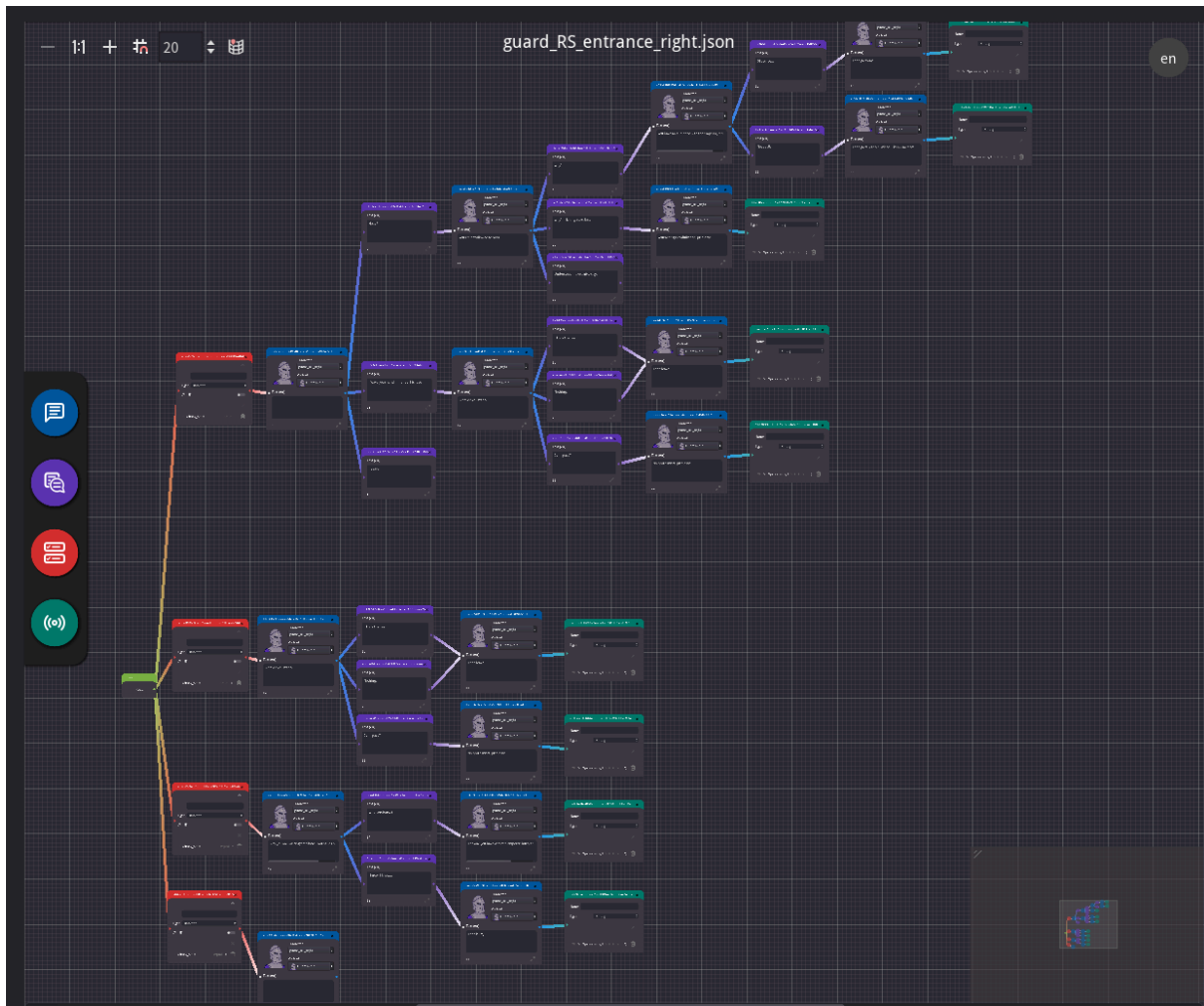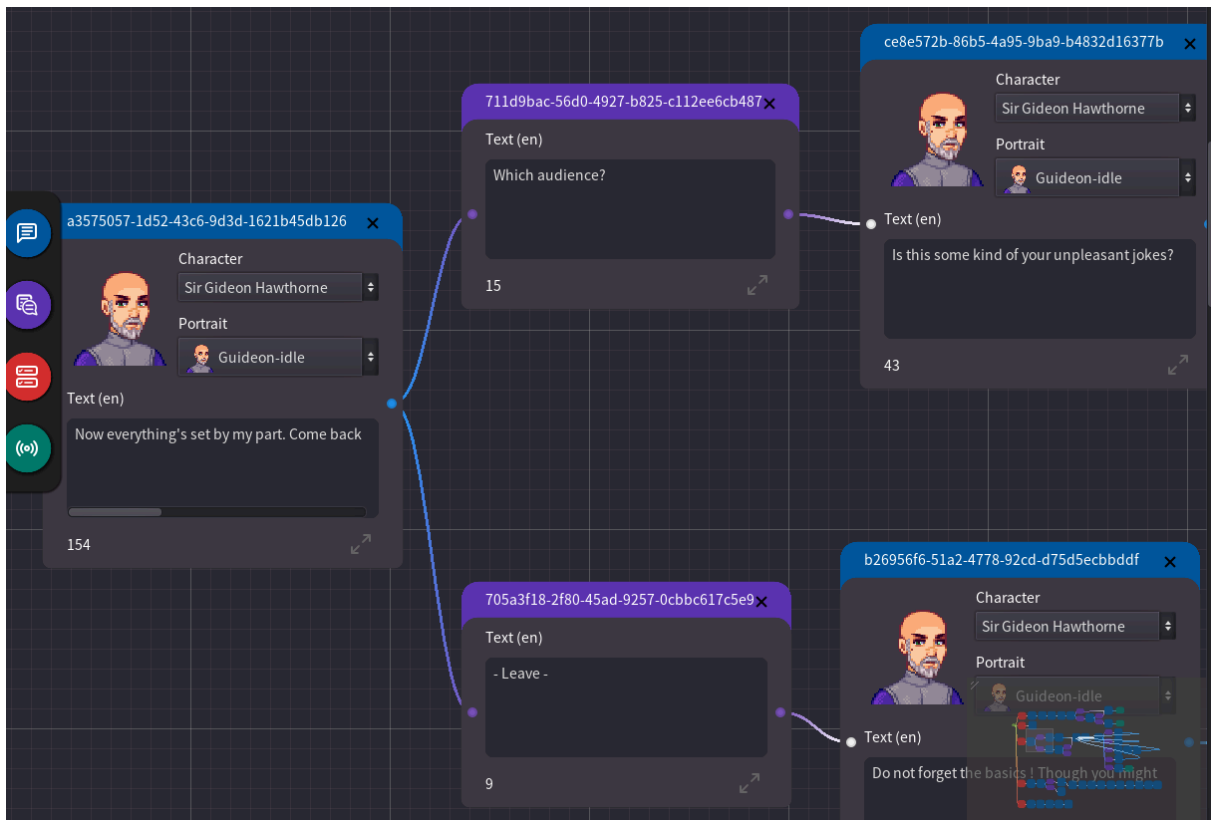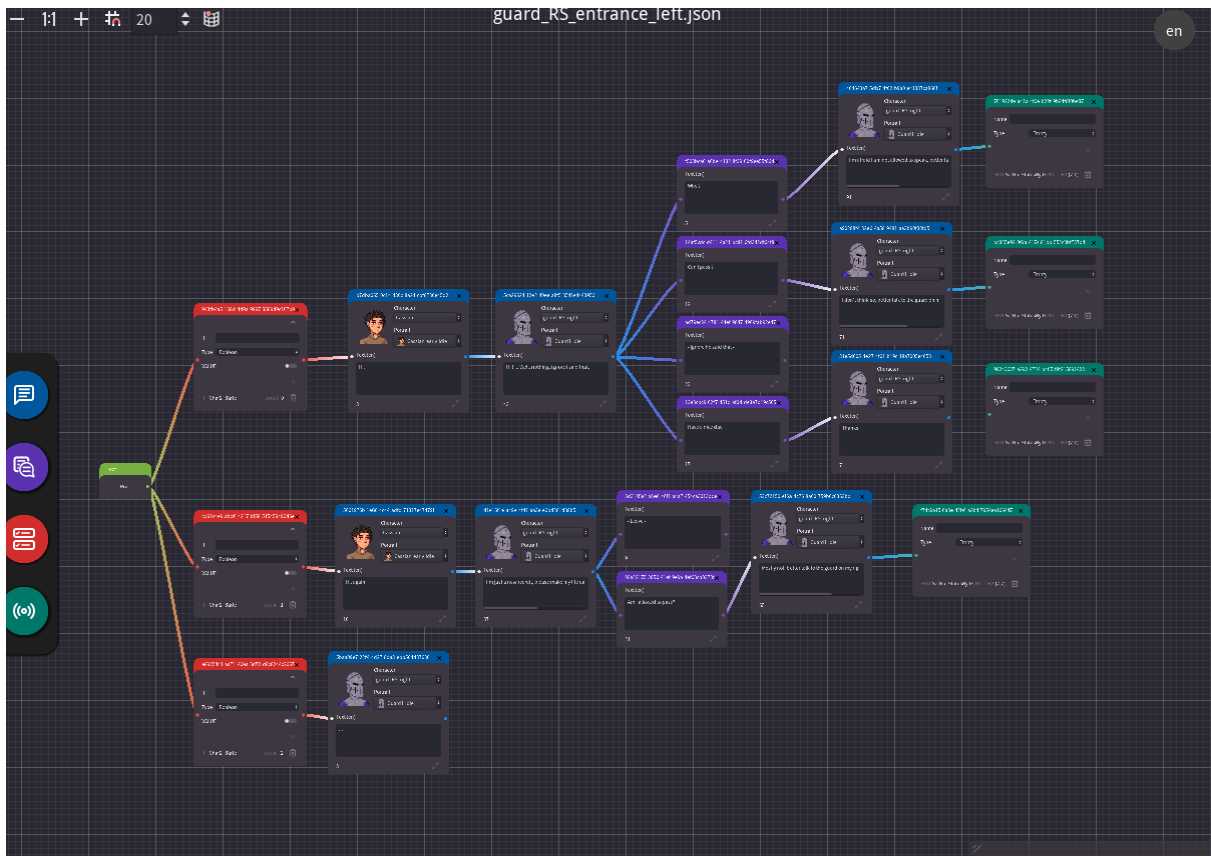
5. Key Learnings

• 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

1:1 20 en

ce8e572b-86b5-4a95-9ba9-b4832d16377b

Character
Sir Gideon Hawthorne

Portrait
Guideon-idle

Text (en)
Is this some kind of your unpleasant jokes?

43

711d9bac-56d0-4927-b825-c112ee6cb487

Text (en)
Which audience?

15

a3575057-1d52-43c6-9d3d-1621b45db126

Character
Sir Gideon Hawthorne

Portrait
Guideon-idle

Text (en)
Now everything's set by my part. Come back

154

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](#).

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)

• What improvements will be made based on personal reflections

8. Final Thoughts

• Overall experience in this assignment

• Reflections on teamwork and individual progress