Individual Assignment Postmortem - Vertical Slice

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1. Assignment Overview

Assignment Number & Title

Assignment 02 - Vertical Slice

Dates of the Assignment

Start date: Mar 02, 2025 - Due date Apr 06, 2025

Individual Role in the Project

Narrative Developer, Game & Level Designer, Technical Artist, Game Developer

Tools & Technologies Used

Visual Studio 2022, Aseprite, Tiled, Github

2. Personal Assignment Goals

List of objectives assigned to the student for the assignment

Developing the narrative from the game, including: story, characters, worldbuilding, plot breakdown and adaptation into gameplay.
Creating character of follower characters and party system, addition, removal, and following the main character function.
Creating character portraits for the dialogues, using a portrait creator and then upgrading it drawing emotions or new complete elements.
Creating the environment for the tutorial area (Rogue Squadron Headquarters), including: making the tilemap, creating new tilesets, and drawing / composing new buildings objects.
Custom cursor and adjustable vignette drawing.
Production plan creation, pitch presentation creation, partial jira management.

Key features or improvements planned by the individual

Most of the narrative plan along with the narrative team and partial ideation in the mentioned above.

3. What I Accomplished

List of completed tasks

Developing the narrative from the game, including: story, characters, worldbuilding, plot breakdown and adaptation into gameplay.

Creating character of follower characters and party system, addition, removal, and following the main character function.
Creating character portraits for the dialogues, using a portrait creator and then upgrading it drawing emotions or new complete elements.
Creating the environment for the tutorial area (Rogue Squadron Headquarters), including: making the tilemap, creating new tilesets, and drawing / composing new buildings objects.
Custom cursor and adjustable vignette drawing.
Production plan creation, pitch presentation creation, partial jira management.

Code or feature contributions to the project

Everything mentioned previously. Follower characters, Party system, partial Tiled configuration, partial Cursor implementation and much more.

Positive takeaways from the assignment

Happy with the visual and narrative results from personal and the team's features, making working on the game fun and engaging, which leads to more work being done.

4. Challenges & How I Solved Them

Problems faced during development

1. The character portrait creator we were using did not include medieval items or emotions.
2. The tilesets we are using do not include some elements I need to follow the previous sketch of the Rogue Squadron Headquarters map, concretely the exterior fence.

How they were identified and personally resolved

1. I got references for medieval helmets and how emotions are exaggerated in animation to draw the needed over the base characters.

Remaining issues to address in future assignments

2. Create custom tiles to complete the environment look.

5. Key Learnings

Technical skills acquired

Creating art following the used palette so as to have a cohesive art style.

Personal development takeaways

Being able to create things from various aspects of the game and be satisfied with the results, being eager to create new things: writing, coding, designing, drawing…

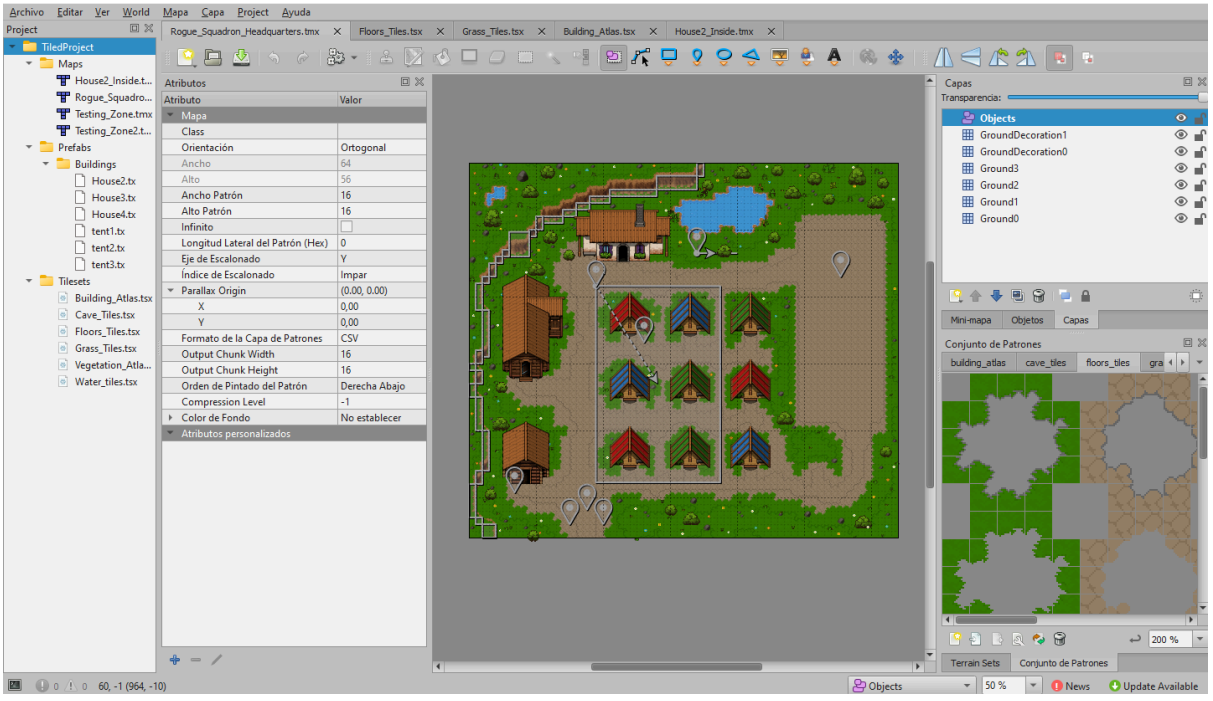
Adjustments to the student's workflow and coding practices

Learning how to merge the tiled additions, meaning the auto collisions and objects, with the base code of our custom engine so everything loaded as it should in-game.

6. Screenshots & Demonstrations

Include images, videos, or code snippets showcasing individual contributions

ARTIS TOWER
COMMON AREA
CASSIAN'S TENT
TRAINING GROUNDS


Archivo Editar Ver World Mapa Capa Project Ayuda
Project
TiledProject
Maps
House2_Inside.t...
Rogue_Squadro...
Testing_Zone.tmx
Testing_Zone2.t...
Prefabs
Buildings
House2.tx
House3.tx
House4.tx
tent1.tx
tent2.tx
tent3.tx
Tilesets
Building_Atlas.tsx
Cave_Tiles.tsx
Floors_Tiles.tsx
Grass_Tiles.tsx
Vegetation_Atla...
Water_tiles.tsx
Rogue_Squadron_Headquarters.tmx
Floors_Tiles.tsx
Grass_Tiles.tsx
Building_Atlas.tsx
House2_Inside.tmx
Atributos
Atributo
Valor
Mapa
Class
Orientación
Ortogonal
Ancho
64
Alto
56
Ancho Patrón
16
Alto Patrón
16
Infinito
Longitud Lateral del Patrón (Hex)
0
Eje de Escalonado
Y
Índice de Escalonado
Impar
Parallax Origin
(0,00, 0,00)
X
0,00
Y
0,00
Formato de la Capa de Patrones
CSV
Output Chunk Width
16
Output Chunk Height
16
Orden de Pintado del Patrón
Derecha Abajo
Compression Level
-1
Color de Fondo
No establecer
Atributos personalizados
Capas
Transparencia:
Objects
GroundDecoration1
GroundDecoration0
Ground3
Ground2
Ground1
Ground0
Mini-mapa
Objetos
Capas
Conjunto de Patrones
building_atlas
cave_tiles
floors_tiles
200 %
Terrain Sets
Conjunto de Patrones
60, -1 (964, -10)
Objects
50 %
News
Update Available

```
class FollowerCharacter : public Character{

public:

    FollowerCharacter(Character* _characterToFollow, float _delayDistance, int _charId);
    ~FollowerCharacter();

    bool Update() override;
    void Render() override;

    bool CleanUp() override;

    void SetCharacterToFollow(Character* _characterToFollow);
    bool SetCharacterId(int _charId) override;

    float GetDelayDistance() const;

    void SetDelayDistance(float _delayDistance);
public:

private:
    void SearchPath();
private:
    int pathPosition = 0;

    Character* characterToFollow = nullptr;
    float delayDistance = 0;
```

7. Next Steps

Plans for the next assignment

Add more emotions to other characters to have a more compelling dialogue and more options to convey the story.

What improvements will be made based on personal reflections

There were little problems with what has been done, the biggest one being the lack of time caused by other handouts of different subjects, so maybe being more organised when having to work with other things could be improved.

8. Final Thoughts

Overall experience in this assignment

I feel good with the job and organised efforts the team has done and plan to continue on a similar workflow so as to complete the following tasks accordingly.

Reflections on teamwork and individual progress

The team is working at a good pace, each person is developing their own responsibility and helping others when needed. For now I have been centered in narrative development the most but have been actively asking for programming tasks to complete. I hope I can develop more features or help the other developers as the narrative part gets completed.