Jam 2 Portfolio Entry and Post Mortem

Dangc Aaron

Description of Work:

Within my team for the second Jam for this 170 project we are team CAJ I have contributed a decent amount to this project. Our game was Brain - Rhapsody and I did a good amount of programming for the game. I was the one who implemented the Menu / Game Over scenes as well as implementing the UI for the game and the health system and form logic. For the health system I had to update 4 health bars because we had different forms that countered other creatures and such. As well as updating the player Health UI when they take damage for each form. I think this was the hardest thing that I implemented for my game. Had to make sure as well for when the logic of them dying on specific form. Also implemented the scoring system for the game whenever an enemy dies. I also added the shooting forms for the player.

Artistic Statement:

The intention for our game was wanting to make a musical esc game that is wacky. We were given a set of prompts and we chose opera so we emphasized sound and music. When switch forms it changes the tracks or shooting or killing enemies. As well as the setting of the game reflects our waking with music. It is about college students tripping on some candies. We used music software and mixed to achieve our desired results with music and sound for our game.

Project Post Mortem:

What I plan to take away from this project is to try something new as well as get to know others. This is my first time using Unity for this project and my honest opinion is that I really enjoyed it. It was a painfully fun experience and pushing myself is definitely a key takeaway for this project. Learning Unity helped develop my skills as a future game developer. Also collaborating with peers is important as teamwork makes the dreamwork.

Teammate Post Mortem:

Reflecting and working with my teammates I have nothing bad to say. Everyone did their part from Jeremy and Conner and Jorge doing the sounds and cooking in the studio to Arno and Craig working on art Assets and UI for the projects. Jorge also worked on programming. I feel like we did support each other. We had a discord and were always active. We also met in person for a few occasions working on our game. Overall would be honor to work with them again,

Visual Documentation:
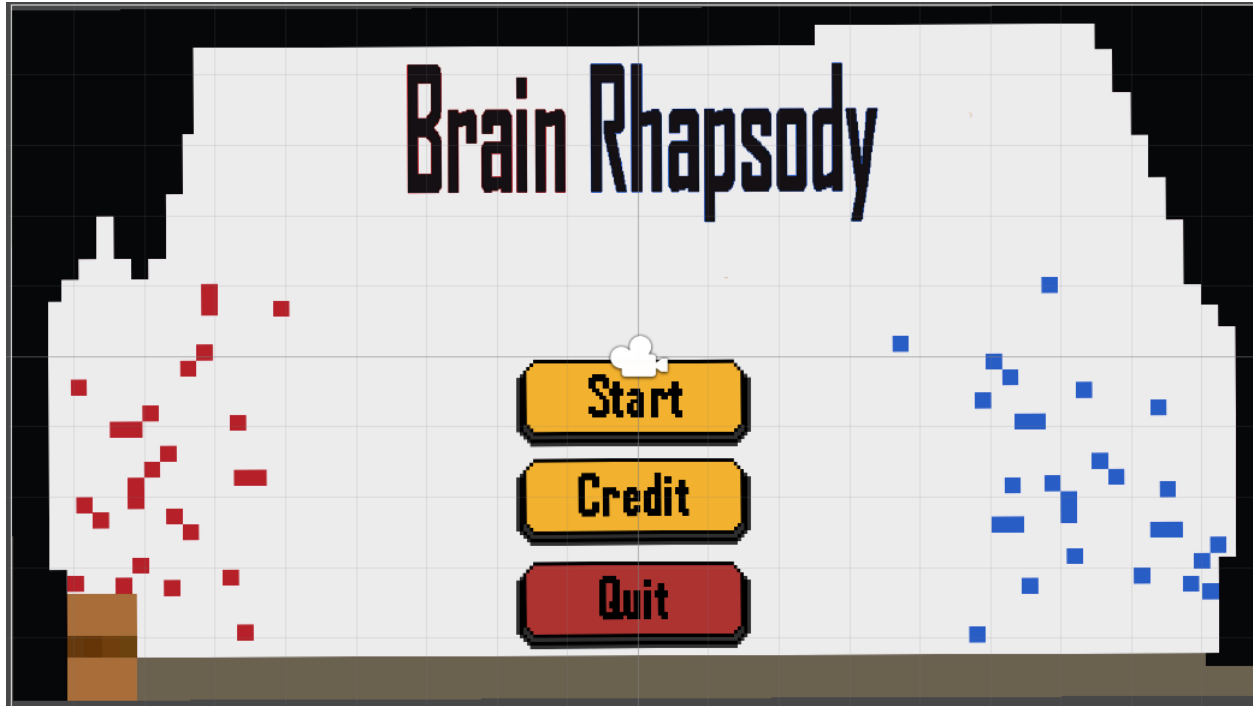

Game Over!

placeholder

Restart

Credits

Programming: Jorge, Aaron, Jeremy

Music and Sound: Jeremy, Jorge, Connor

Art: Craig, Arno

Narrative/ writing: Jorge, Aaron, Jeremy, Conor, Craig, Arno

Quit

Gameplay Video

https://drive.google.com/file/d/1C5X6Qzhg6mYt_qwFVhFkbC9Gk6UPDigz/view?pli=1