

Jam 3 Portfolio Entry and Post Mortem

Dangc Aaron

Description of Work:

Within my team for the third Jam for this 170 project we are team Whatever Let's Escape I have contributed a decent amount to this project. Our game was Unlocked and I did a good amount of programming for the game. I was the one who implemented the entire game for the most part. I worked on the individual puzzles like the key one and the garden puzzle. I also implemented the timer for the game as well as the clickable sprites and the draggable area within the game. I also helped with coordinating and talking with our team with assets since I implemented the entire game.

Artistic Statement:

The intention for our game was wanting to make an escape room type of game which involved solving puzzles in order to leave the mansion. We wanted to give a sense of urgency by adding a timer crunching the player to hastily play through the game and not take their time since it is an escape room type of game.

Project Post Mortem:

What I plan to take away from this project like my other jams is try something new. I learned using godot and found it pretty fun. Also messing around with making 3d stuff is cool. As well as working with

others it's good to communicate with and plan early so do not have to crunch.

Teammate Post Mortem:

Reflecting and working with my teammates it did not go as smoothly as my last jam. I felt that as the programmer most of the art did not come in so I had to work on things towards the deadline. Things felt rushed in my opinion and I didn't have a lot to work with in the beginning or time.

Visual Documentation:

