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UTOPIA’S HORROR

Projektdokumentation Modul 431

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# Informieren

For Unreal Engine 5, I didn’t had to inform myself a lot, as I already had some experience from start on. I watched a few videos to get back the basic knowledge I have forgotten.

For Blender I was a total beginner. I had no experience. I asked a few mediamaticans at my workplace to give me tips and I had to watch a lot of YouTube tutorials.

# Planen

|  |  |  |  |
| --- | --- | --- | --- |
| Date | Time in min | Exercice | What has to be done |
| 12.10 |  | Documentation | Create a documentation file and write something to IPERKA |
| 13.10 |  | Programming | Add a playable character?  Expand IPERKA |
| 14.10 |  | Programming | Create an entity and documentate afterwards |
| 15.10 |  | Blender | Create a World border and import it into the game |
| 16.10 |  | programming | Create a simple UI and add a health, stamina system |
| 17.10 |  | programming | Add collisions to all things that need it |
| 18.10 |  | programming | Expand the playable location or add a building |
| 19.10 |  | testing | If everything is done, start testing and debugging. Write down all problems. |
| 20.10 |  | debugging | Fix all the problems you can and write down how you did it. |
| 21.10 |  | review | Review: Are you happy about the result?  Do you want to add something? |
| 22.10 |  | upload | Upload the game and finish the documentation. |

# Entscheiden

# Realisieren

# Kontrollieren

# Auswerten