Pet Roll: A Game Project

Post-mortem

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**Reasons for project switch**

The initial concern with the money that would be required to proceed with the project that Edwin and I came up with last semester was brought up by Edwin, and he raised a good point. He was uncomfortable with the fact that the project would take a lot of the university’s money, and we also did not know how much that would end up being. This would have put a lot of pressure on the both of us to sync up our schedules and get a lot done to ensure that we were putting the school’s money to good use. This would have been too stressful, so we both ended up switching to new, individual projects.

**Post-mortem**

I ended up writing up a new proposal in January, and I also wrote up a new time schedule. In the time schedule, I was too optimistic about what I would end up having time to accomplish in the game. The first 2-3 weeks of the project were the most productive and the most time I managed to spend on the project daily was about 7 hours.

After that, I referenced the time schedule purely to ensure that I knew what I should aim for next. A lot of steps took longer to accomplish than I would of liked, and many steps were skipped because when I wrote up the time schedule, it was before I had experienced what it was like working in unity. Starting out with a save feature, I did not implement this. I implemented some serialization (which is saving game data) when it came to coins between levels. That was it, I did not implement a new/load game feature because once I started researching all of it I came to the conclusion that it was going to be too much work for the amount of manpower and time that I had to work with. In the future I would enjoy working with a group of people on a game if I had the opportunity to. That way each person I involved would work on a certain part of the game, like one or two programmers, a designer/artist, and someone on sounds and music maybe.

If I remember correctly, way back when we were initially thinking of project ideas Dr. Wadwha brought up the idea of designing a game using Unity, and me and Edwin could have gone with that. I think this could have been a good idea because each of us could have focused on different aspects of the game. Obviously, I cannot change the past, but I believe that both of us could have collaborated here and come up with a game that is 2x better than the one I produced because we would have both been contributing to the project.

Overall, though, I should note that I am happy with the progress on the game that was made. I got a lot of game objects and level work done, and it was no easy task to come up with a new design for a level every time or figure out what game object would make the level more interesting.