



Project Evaluation

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Boo235610 | 3D Level Design | 25/02/2017

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Critical Evaluation

The first success of this project was how I structured it. As I decided to tackle the coursework individually it meant I had a work schedule that was perfect for me. It allowed me to have more flexibility with planning and allocations of work. This was critical as when it came to issues that I will explain later I could deal with them by allocating additional work sessions to deal with issues I encountered. This did bring disadvantages though as I had to deal with all work as it wasn't spread across multiple individuals but either way complete control of the project in my view was best due to my tight workload schedule.

ACCOMPLISHMENTS

So, what did I accomplish? I completed the entire design as specified in the document and went above this in some areas as well. For instance, I tried to make the level look as professional as possible by adding a menu, splash screen and showcase scene. What's more the level was optimised to run on lower end hardware so less powerful computers could still run the demo if they wanted to. This meant optimising the terrain draw distance and utilising advanced graphics settings to ensure that the game was not too much of a tax on the computer's performance. Finally, no shortcuts were taken. The monsters in the level are fully animated and the terrain was custom made for the level. The level adequately meets the guidelines I set out for it and it looks very professional.

PROJECT ISSUES

There were several issues with the project thought. Firstly, the Unity version found in the labs did not meet the version that I used on my laptop stopping me from loading the project in Unity in the labs which was an issue. This meant that all testing had to be done by building an executable and then running it on the lab systems for testing which wasn't productive.

WHAT I LEARNED

I learned a lot in the project. Firstly, I got a lot more experience with the Unity game engine which I think was a fantastic experience. Not only is it a popular engine it has a diverse range of features which means knowing this engine will allow me to do more. I also got to utilise C# as well, which is the default scripting language for Unity. This was another great thing to get experience with, as C# is a very popular language and being able to use it in Unity will certainly aid me in my professional skillset.

CONCLUSION

In conclusion, despite some initial problems with hardware and software support in the labs this project was a great success. Not only does the result meets the specification set out in the first design report but it is a great portfolio piece. I'm very happy with the output and it will certainly be something I maintain moving forward.

LINKS

Below are links to the executable which you can download as a zip file and extract to play on a standard Windows PC. Also find a link to the GitHub repository and the link to the video narration of the level that was also created as part of the submission.

Executable: <https://github.com/wt-student-projects/3D-level-design/releases/tag/v1.0>

GitHub: <https://github.com/wt-student-projects/3D-level-design>

Video: <https://www.youtube.com/watch?v=niCrJRfi4vI>

Playtesting

STRATEGY

To test the level a questionnaire was provided to ten individuals who played the game while I observed. This allowed me to get some feedback immediately and record users action while they played the level as well as obtain questionnaire responses. As the questionnaire was filled out in pen and not using an online system I have attached digital copies of the results in the digital version and in the physical submission I have handed in the official questionnaires which were filled in.

QUESTIONNAIRE

The questionnaire aimed to ask focused questions on the general gameplay mechanics and environment immersivity. It combined some Likert scale style questions with keyword style questions where users could tick various keywords to sum up the level. Finally, at the end there were some open-ended questions that allowed the player to give any additional opinions that they couldn't express in the given questions provided. The design of the questionnaire allowed flexibility and covered major subjects while also allowing the user to provide additional opinions so I think it was a great structured survey.

RESPONSE

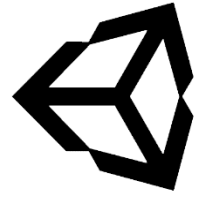
The response was overwhelmingly positive. People were keen to explore the level and find loot once I told them there was some hidden in the level which showed the level to have a good dose of replay value. There was a majority view on the following points.

- The level was of a high quality
- That the sound helped ground the player
- That the UI while simple met narrative roles
- Control scheme was easy to learn and use
- That a game full of little quests like the one developed would be a fun game

However, there were a few negatives which as summed up below.

- Lack of gamepad support
- Level and enemies were too easy
- Medieval font wasn't clear enough for some
- Too short wish it was developed into a full game.

A few individuals asked for gamepad support which was not added. This complaint was mainly from people who had game consoles and preferred using a gamepad rather than a mouse and keyboard. The only reason this wasn't developed was because it was a level to be played on the PC, so more time was spent on the level design rather than additional input options. Additionally, all users for the level said it was far too easy. While I was not trying to make a full game that was 100% balanced it is clear that additional mechanics will have to be developed to ensure a more challenging environment should the level be implemented in a larger game. There were complaints with the font as well which while was fitting for the setting was difficult to read for some individuals. Finally, the biggest complaint was that the level was too short and they wished there was more to play. On second thoughts, this is hardly a negative as it shows the people wished it was taken further so it is something to consider as the basic gameplay that is there is appealing enough for people to want more.



1. Would you agree that the environment was immersive?
 - ☐ **Strongly Agree**
 - ☐ Agree
 - ☐ Neither Agree nor Disagree
 - ☐ Disagree
 - ☐ Strongly Disagree

2. What keywords would describe the three-part quest?
 - ☐ Varied
 - ☐ **Exciting**
 - ☐ Story Driven
 - ☐ Inconsistent
 - ☐ Unfocused
 - ☐ Boring
 - ☐ High Quality
 - ☐ Low Quality
 - ☐ Engaging
 - ☐ Dull
 - ☐ Overbearing

3. How easy was it to complete the quest?
 - ☐ **Very Easy**
 - ☐ Easy
 - ☐ Normal
 - ☐ Hard
 - ☐ Very Hard

4. Would a game full of small quests like this be fun in your opinion?
 - ☐ Yes
 - ☐ **Maybe**
 - ☐ No

5. Do small dialogs meet your need in explaining the narrative of the quest?

- ☐ Yes
- ☐ **No**

6. Was the user interface intrusive?

- ☐ Yes
- ☐ **No**

7. Would you agree that the enemies were easy to defeat?

- ☐ **Strongly Agree**
- ☐ Agree
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

8. How easy was it to detect clues at the campsite?

- ☐ **Very Easy**
- ☐ Easy
- ☐ Normal
- ☐ Hard
- ☐ Impossible

9. Would you agree that the music was vital to the level?

- ☐ **Strongly Agree**
- ☐ Agree
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

10. Would you agree that lighting was vital to the level?

- ☐ **Strongly Agree**
- ☐ Agree
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

11. What do you think about the setting and environment?

Dark, Gloomy, Dull

12. Do you like the control system? Give your thoughts.

Yes

13. What is the biggest success of the level in your opinion?

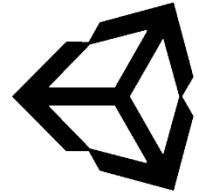
Looking around pretty aesthetic

14. What is the biggest issue of the level in your opinion?

Too short

15. Please write any additional opinions you have.

None



1. Would you agree that the environment was immersive?
 - ☐ Strongly Agree
 - ☒ **Agree**
 - ☐ Neither Agree nor Disagree
 - ☐ Disagree
 - ☐ Strongly Disagree

2. What keywords would describe the three-part quest?
 - ☐ Varied
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 - ☒ **Very Easy**
 - ☐ Easy
 - ☐ Normal
 - ☐ Hard
 - ☐ Very Hard

4. Would a game full of small quests like this be fun in your opinion?
 - ☒ **Yes**
 - ☐ Maybe
 - ☐ No

5. Do small dialogs meet your need in explaining the narrative of the quest?

- ☐ **Yes**
- ☐ No

6. Was the user interface intrusive?

- ☐ Yes
- ☐ **No**

7. Would you agree that the enemies were easy to defeat?

- ☐ **Strongly Agree**
- ☐ Agree
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

8. How easy was it to detect clues at the campsite?

- ☐ Very Easy
- ☐ Easy
- ☐ **Normal**
- ☐ Hard
- ☐ Impossible

9. Would you agree that the music was vital to the level?

- ☐ Strongly Agree
- ☐ Agree
- ☐ **Neither Agree nor Disagree**
- ☐ Disagree
- ☐ Strongly Disagree

10. Would you agree that lighting was vital to the level?

- ☐ Strongly Agree
- ☐ **Agree**
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

11. What do you think about the setting and environment?

Seems like a life like setting

12. Do you like the control system? Give your thoughts.

Pretty easy

13. What is the biggest success of the level in your opinion?

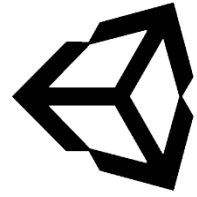
Clues

14. What is the biggest issue of the level in your opinion?

Too easy

15. Please write any additional opinions you have.

None



1. Would you agree that the environment was immersive?
 - ☐ **Strongly Agree**
 - ☐ Agree
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 - ☐ Strongly Disagree

2. What keywords would describe the three-part quest?
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 - ☐ Hard
 - ☐ Very Hard

4. Would a game full of small quests like this be fun in your opinion?
 - ☐ **Yes**
 - ☐ Maybe
 - ☐ No

5. Do small dialogs meet your need in explaining the narrative of the quest?

- ☐ **Yes**
- ☐ No

6. Was the user interface intrusive?

- ☐ Yes
- ☐ **No**

7. Would you agree that the enemies were easy to defeat?

- ☐ Strongly Agree
- ☐ **Agree**
- ☐ Neither Agree nor Disagree
- ☐ Disagree
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8. How easy was it to detect clues at the campsite?

- ☐ Very Easy
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- ☐ Hard
- ☐ Impossible

9. Would you agree that the music was vital to the level?

- ☐ **Strongly Agree**
- ☐ Agree
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

10. Would you agree that lighting was vital to the level?

- ☐ **Strongly Agree**
- ☐ Agree
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

11. What do you think about the setting and environment?

Great for an adventure game

12. Do you like the control system? Give your thoughts.

Yes, simple, fluid

13. What is the biggest success of the level in your opinion?

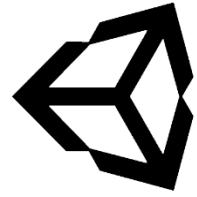
Story, spell system

14. What is the biggest issue of the level in your opinion?

Couldn't think of one

15. Please write any additional opinions you have.

None



1. Would you agree that the environment was immersive?
 - ☐ Strongly Agree
 - ☐ **Agree**
 - ☐ Neither Agree nor Disagree
 - ☐ Disagree
 - ☐ Strongly Disagree

2. What keywords would describe the three-part quest?
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 - ☐ Very Hard

4. Would a game full of small quests like this be fun in your opinion?
 - ☐ **Yes**
 - ☐ Maybe
 - ☐ No

5. Do small dialogs meet your need in explaining the narrative of the quest?

- ☐ **Yes**
- ☐ No

6. Was the user interface intrusive?

- ☐ Yes
- ☐ **No**

7. Would you agree that the enemies were easy to defeat?

- ☐ Strongly Agree
- ☐ **Agree**
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

8. How easy was it to detect clues at the campsite?

- ☐ Very Easy
- ☐ **Easy**
- ☐ Normal
- ☐ Hard
- ☐ Impossible

9. Would you agree that the music was vital to the level?

- ☐ Strongly Agree
- ☐ **Agree**
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

10. Would you agree that lighting was vital to the level?

- ☐ Strongly Agree
- ☐ **Agree**
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

11. What do you think about the setting and environment?

Early, violent

12. Do you like the control system? Give your thoughts.

Yes, familiar

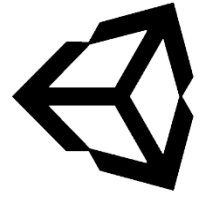
13. What is the biggest success of the level in your opinion?

Music

14. What is the biggest issue of the level in your opinion?

Zombies too easy to defeat

15. Please write any additional opinions you have.



1. Would you agree that the environment was immersive?
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 - ☒ **Agree**
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 - ☐ Disagree
 - ☐ Strongly Disagree

2. What keywords would describe the three-part quest?
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4. Would a game full of small quests like this be fun in your opinion?
 - ☒ **Yes**
 - ☐ Maybe
 - ☐ No

5. Do small dialogs meet your need in explaining the narrative of the quest?

- ☐ Yes
- ☐ **No** *Font was strange*

6. Was the user interface intrusive?

- ☐ Yes
- ☐ **No**

7. Would you agree that the enemies were easy to defeat?

- ☐ **Strongly Agree**
- ☐ Agree
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

8. How easy was it to detect clues at the campsite?

- ☐ Very Easy
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- ☐ Hard
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9. Would you agree that the music was vital to the level?

- ☐ Strongly Agree
- ☐ Agree
- ☐ **Neither Agree nor Disagree**
- ☐ Disagree
- ☐ Strongly Disagree

10. Would you agree that lighting was vital to the level?

- ☐ Strongly Agree
- ☐ **Agree**
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

11. What do you think about the setting and environment?

Spooky

12. Do you like the control system? Give your thoughts.

Comfortable layout

13. What is the biggest success of the level in your opinion?

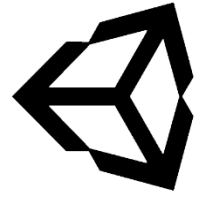
Killing zombies was fun

14. What is the biggest issue of the level in your opinion?

Too short

15. Please write any additional opinions you have.

Gamepad support would be nice



1. Would you agree that the environment was immersive?
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 - ☐ **Yes**
 - ☐ Maybe
 - ☐ No

5. Do small dialogs meet your need in explaining the narrative of the quest?

- ☐ **Yes**
- ☐ No

6. Was the user interface intrusive?

- ☐ Yes
- ☐ **No**

7. Would you agree that the enemies were easy to defeat?

- ☐ **Strongly Agree**
- ☐ Agree
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- ☐ Disagree
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8. How easy was it to detect clues at the campsite?

- ☐ Very Easy
- ☐ Easy
- ☐ **Normal**
- ☐ Hard
- ☐ Impossible

9. Would you agree that the music was vital to the level?

- ☐ **Strongly Agree**
- ☐ Agree
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

10. Would you agree that lighting was vital to the level?

- ☐ Strongly Agree
- ☐ **Agree**
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

11. What do you think about the setting and environment?

Very dark, good animations

12. Do you like the control system? Give your thoughts.

Yes

13. What is the biggest success of the level in your opinion?

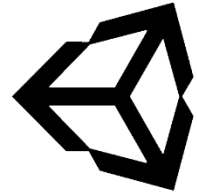
Defeating zombies

14. What is the biggest issue of the level in your opinion?

None

15. Please write any additional opinions you have.

None



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 - ☐ Neither Agree nor Disagree
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 - ☒ **Yes**
 - ☐ Maybe
 - ☐ No

5. Do small dialogs meet your need in explaining the narrative of the quest?

- ☐ **Yes**
- ☐ No

6. Was the user interface intrusive?

- ☐ **Yes**
- ☐ No

7. Would you agree that the enemies were easy to defeat?

- ☐ Strongly Agree
- ☐ **Agree**
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- ☐ Disagree
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10. Would you agree that lighting was vital to the level?

- ☐ **Strongly Agree**
- ☐ Agree
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

11. What do you think about the setting and environment?

The setting and lighting help create tension

12. Do you like the control system? Give your thoughts.

Yes they were simple to use

13. What is the biggest success of the level in your opinion?

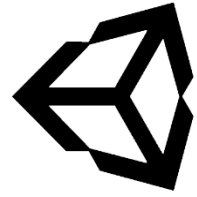
The clue finding

14. What is the biggest issue of the level in your opinion?

Lack of enemies

15. Please write any additional opinions you have.

None



1. Would you agree that the environment was immersive?
 - ☐ **Strongly Agree**
 - ☐ Agree
 - ☐ Neither Agree nor Disagree
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 - ☐ **Yes**
 - ☐ Maybe
 - ☐ No

5. Do small dialogs meet your need in explaining the narrative of the quest?

- ☐ **Yes**
- ☐ No

6. Was the user interface intrusive?

- ☐ Yes
- ☐ **No**

7. Would you agree that the enemies were easy to defeat?

- ☐ **Strongly Agree**
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- ☐ **Strongly Agree**
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- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

10. Would you agree that lighting was vital to the level?

- ☐ **Strongly Agree**
- ☐ Agree
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

11. What do you think about the setting and environment?

Atmospheric and creepy

12. Do you like the control system? Give your thoughts.

Yes

13. What is the biggest success of the level in your opinion?

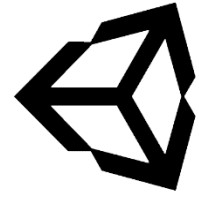
Atompshere

14. What is the biggest issue of the level in your opinion?

The text style in the dialog was appropriate but potentially difficult to read

15. Please write any additional opinions you have.

None



1. Would you agree that the environment was immersive?
 - ☐ Strongly Agree
 - ☒ **Agree**
 - ☐ Neither Agree nor Disagree
 - ☐ Disagree
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 - ☒ **Yes**
 - ☐ Maybe
 - ☐ No

5. Do small dialogs meet your need in explaining the narrative of the quest?

- ☐ **Yes**
- ☐ No

6. Was the user interface intrusive?

- ☐ Yes
- ☐ **No**

7. Would you agree that the enemies were easy to defeat?

- ☐ **Strongly Agree**
- ☐ Agree
- ☐ Neither Agree nor Disagree
- ☐ Disagree
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- ☐ Hard
- ☐ Impossible

9. Would you agree that the music was vital to the level?

- ☐ **Strongly Agree**
- ☐ Agree
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

10. Would you agree that lighting was vital to the level?

- ☐ **Strongly Agree**
- ☐ Agree
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

11. What do you think about the setting and environment?

Good for RPG, right setting

12. Do you like the control system? Give your thoughts.

Yes

13. What is the biggest success of the level in your opinion?

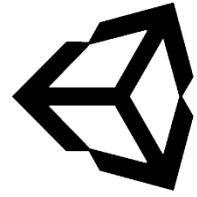
Clues

14. What is the biggest issue of the level in your opinion?

Enemies, too easy

15. Please write any additional opinions you have.

None



1. Would you agree that the environment was immersive?
 - ☐ Strongly Agree
 - ☐ **Agree**
 - ☐ Neither Agree nor Disagree
 - ☐ Disagree
 - ☐ Strongly Disagree

2. What keywords would describe the three-part quest?
 - ☐ Varied
 - ☐ Exciting
 - ☐ Story Driven
 - ☐ Inconsistent
 - ☐ Unfocused
 - ☐ Boring
 - ☐ **High Quality**
 - ☐ Low Quality
 - ☐ **Engaging**
 - ☐ Dull
 - ☐ Overbearing

3. How easy was it to complete the quest?
 - ☐ **Very Easy**
 - ☐ Easy
 - ☐ Normal
 - ☐ Hard
 - ☐ Very Hard

4. Would a game full of small quests like this be fun in your opinion?
 - ☐ **Yes**
 - ☐ Maybe
 - ☐ No

5. Do small dialogs meet your need in explaining the narrative of the quest?

- ☐ Yes
- ☐ **No**

6. Was the user interface intrusive?

- ☐ Yes
- ☐ **No**

7. Would you agree that the enemies were easy to defeat?

- ☐ **Strongly Agree**
- ☐ Agree
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

8. How easy was it to detect clues at the campsite?

- ☐ **Very Easy**
- ☐ Easy
- ☐ Normal
- ☐ Hard
- ☐ Impossible

9. Would you agree that the music was vital to the level?

- ☐ Strongly Agree
- ☐ **Agree**
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

10. Would you agree that lighting was vital to the level?

- ☐ Strongly Agree
- ☐ **Agree**
- ☐ Neither Agree nor Disagree
- ☐ Disagree
- ☐ Strongly Disagree

11. What do you think about the setting and environment?

Cool

12. Do you like the control system? Give your thoughts.

Yes

13. What is the biggest success of the level in your opinion?

Nice graphics

14. What is the biggest issue of the level in your opinion?

Too easy

15. Please write any additional opinions you have.

None