Report

Glari

Made by: Christian Koning

Planning

**21 january 2019**

* Make a concept.
* Make a Repository.
* Adding Models from asset store.

**22 January 2019**

* Finishing Player movement (walking, running, one time jump, double jump).
* Make player punch and shoot.
* Make player health & death.
* Add Player Animations
* Make a smooth camera system

**23 January 2019**

* Create 3 Levels.
* Add Obstacle animations.
* Make a Boss Battle area.
* Make Enemy Movement, Health & Death.
* Add Enemy animations.

**24 january 2019**

* Boss Health(healthbar) & death.
* Make a Timer.
* Add Power ups.
* Add Collectibles.

**25 January 2019**

* Add Main Menu.
* Add In game pause menu.
* Add In game HUD.

**28 January 2019**

* Make a test plan.
* Make a test form.
* Make Boss punch or shoot.
* Make Boss movement.
* Add Sounds.
* Add Boss animations

**29 January 2019**

* Testing.
* Processing the feedback.

**30 January 2019**

* Evaluation.
* Extra time to work on optimizing the game.
* Extra time working on processing feedback.

**31 january 2019**

* Adding optional objects, items, animations, sounds, enemies, levels, bosses.
* Extra time working on processing feedback.

**1 February 2019**

* Finishing prototype.

Evaluation

Glari

Team Members:

Christian Koning

Made By: Christian Koning

Situation

**How big was the project?**

**For whom did you make it?**

For a big publisher.

**When?**

21 january – 1 february

Task

**What were the challenges?**

The first day thinking of a good concept for this project.

The second challenge started when i had to design the levels.

But the toughest challenge was coming up for an idea for the boss.

Finishing this project in 2 weeks.

**What were the expectations? Why?**

I expected the idea for a boss to be difficult. Because you have to think about the time you have left to set your idea in the prototype.

I thought i was going to be done with developing on the 28th of january. Because i thought thinking about an idea for a boss would take this long.

I had expected to be using less placeholders. Because there are enough assets on the store but most didn’t fit in the style of my character.

Action

**What did you do?**

**21 january:** i set up a repository, made a concept + planning and started adding models for the enemy/player.

**22 january**: i made a player script and added animations to the player.

**23 january:** i designed level 1, level 2 design almost finished and added a camera script.

**24 january:** i added spikes to level 2 with animations, made a script for falling rocks, made the player rotate towards the direction you move, made an enemy script + added animation for enemy, added a tree model + cave model and made the wood obstacle animation smoother.

**25 january:** added a menu/HUD, made a menu script, added a skybox, added a sprite for the healthbar, made a HUD script, added invisible colliders and edited trees in level 1.

**27 january:** Added shadow underneath player, made a collectible/powerups prefab(s)

**28 january:** Added HUD materials, collectibles + double jump power up added to level 1, made a finish and death, blocked vision in level 2 and added a timer.

**29 january:** Edited timer/player/enemy script, started with a soundmanager, added sounds for collectibles/powerups/level 1 ambient sound, fixed obstacle damage in level 2, Updated level 2 and continue button is now available once you complete level 1.

**30 january:** Boss added + level 3 almost finished.

**31 january:** Added Testplan, test form, test analysis, changed level 1 time to 3 minutes, changed movement speed, changed color of hud in level 1, added image of collectibles to hud, Edited level 3 + cutscene for boss, added level 3 colliders, the end script, added house model and a boss health bar.

**1 february:** Added evaluation, added a fade to black in level 3.

**How long did it take?**

11 days in total of working on the project to finish the prototype.

**How much did it cost?**

2 weeks of loan.

40 hours a week, 80 hours in total

€50 \* 80 = €4000.

**What tools did you use?**

Unity, visual studios, word, GitHub.

Result

**How did it match your planning?**

The first few days i was on schedule but after not finishing the level designs on time i was not on schedule anymore. The boss couldnt get finished in time also.

**Describe 3-5 things in detail that went well**

The players movement went really well. There were no problems with the double jump or shooting/punching. The player rotated the way it was moving to.

The boss cutscene. Changing the camera during the cutscene from the players back pov to the boss that fell out of the sky went perfectly. After the cutscene the camera moved infront of the players pov and you could see the boss in the background so everything went as planned.

The powerups. The double jump and shoot power up got finished faster than expected. Every shot had to decay after a few seconds if it didn’t hit anything. Everything went smooth.

**Describe 3-5 things in detail that didn’t go well.**

The level designs didn’t go well because it took more time than i expected it to take. Thinking of ideas for every level was tougher because you dont want to use everytime the same obstacles or the same level area(forest, cave).

A creative idea for a boss. Getting an idea for a boss took more time than i wanted it to take. You have to think about the time you have to work on it so you need to think not to big.

Planning didn’t go to great. I had planned to finish developing on the 28th of january and since the level design and boss took more time my schedule had to move a bit. Because of that my schedule to playtest got moved by one day.

Conclusion

**How to continue the things that worked?**

Scripts like:

* Player movement
* Smoothcamera
* Boss
* Soundmanager
* MainMenu
* Pausegame
* HUD
* Collectible
* Timer

Could be used for different projects in the future.

Some environment models like the trees, cave, enemy and player could be re-used aswell.

The menu scene looks really nice and i would use that type of menu again.

**What would you do again?**

I would do the player speed again. Make the hud more visible and change the time per level to a higher amount.

**How to fix things that didn’t work?**

You could get stuck on obstacles or pieces of ground because you have a sphere collider. I would fix it by adding a physics material to the objects you get stuck on. I would change the speed of the player next time it felt slow in the testplay build. I would change the color of the hud to make it more visible in each level. I would change the timer amount because during the test people had problems finishing the level in time.

**What would you change next time?**

For a next project i would change the amount of levels + more cutscenes. I would add more sounds, more collectibles, more powerups, more bosses and more animated obstacles.

Notes

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| Who | What | Where | When |
| René | Showing Test Analysis | Friesland College | 1 february 2019 10:30 |
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