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CIT 490

Dr. Mundell

April 29, 2022

Deliverable 8: Unreal Development Review The End

All roads will eventually end. As of this semester, I have been working hard at it on my capstone, known as the Unreal Review Game. I have managed the planning, the developing, the presenting, and the last touches to finish this capstone. The planning phase of my project had an idea already in mind. Ever since, from around middle school to high school, I would create review games to aid students in their engagement and study for any upcoming tests, quizzes, or exams. Next, we have the developing phase of the capstone project. I figured to save time on the project; I had to reuse the projects I originally made and remake them from scratch. That way I can restructure each level so the player to experience new level layouts. In addition, there were at times that I did not have the time to do further. But, with the current semester, I could manage my time to put in the effort for this capstone project. As the semester progressed, I could learn and even adapt to what I learned in the past classes of past semesters. I was most proud of the particle system because when I tested it out as I was making it; I saw it looked like an actual portal that you could step right on through. Then, the presentation of my capstone, and boy, was I nervous as a leaf on a tree branch. I had to piece together the PowerPoint thinking that I was the first to present. It was nerve-racking. When I present it, I was choked up like I was being struggled by the neck that was slowly getting tighter than it was. But I had to stay focused on the presentation that I had to do. After the presentation, I was remarked as the most prolific individual out of the whole college campus. It was surprising. Finally, with the last touches, I could add in what was missing after the day of the presentation. I did not want to miss anything that was on the list that is provided.

In summary, what I did right was that I was able to manage my schedule between the semester and the capstone project at hand. What I did wrong was the timing within the schedule because sometimes, whatever is due depends not only on luck but also on how much effort you put in. I learned that when you are doing capstone, you learn something new along with what you already know to begin with. Had I kept going with this project. Then, I would have made more information within the Unreal engine because there are so many functionalities that gamers like me would love to continue working on. Now that the semester and the capstone project ended, I would say that it is about time to relax and smell the roses. However, one shall never get too comfortable if you ever forget anything and live to regret it eventually of your game development life. That said, I hope to continue learning the unreal engine at their most quality lectures, and I even had fun with the professor advisor with any help needed. So, if any student would love to review and renew their brain for any test for unreal classes, then a review game be established for any student alike.

URL: <https://github.com/gsnmaster75/CIT490_J_Lester.Capstone3.0>

Portfolio: <https://www.coroflot.com/JonathanLester/Unreal-Review-Game>