Report

Game name: Molazo (temporary name)

Made by: Henk Gevers

Planning

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**Monday 21-1-19**

* Make a planning
* Get a git hub setup
* Make a concept

**Tuesday 22-1-19**

* Player movement
* Camera
* Jump and double jump

**Wednesday 23-1-19**

* Level design
* Blockades (static and animated)
* Make level 1

**Thursday 24-1-19**

* Attacking(punching and shooting)
* Make level 2
* Powerups

**Friday 25-1-19**

* Health
* Main menu

**Monday 28-1-19**

* GUI
* In game menu
* Collectibles
* Spawn/respawnen

**Tuesday 29-1-19**

* Timer
* Make level 3
* boss
* Finish prototype
* Make a build
* Test plan
* Test form

**Wednesday 30-1-19**

* Testing
* Process feedback

**Thursday 31-1-19**

* Talk to Rene about the feedback from the test
* Apply feedback to the game
* Test game with a new build
* Evaluation form
* Self-reflection
* Check exams for forgotten stuff

**Friday 1-2-19**

* Finish last documents/ code if needed

Evaluation

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**Situation:**

**For who is this project:**

This project is for a “big publisher”

**When:**

January 21 – February 1

**Tasks:**

**Challenges:**

The time limit

Movement system

Giving shooting and punching a purpose

**Expectations:**

I expected that I would be done with the development on Monday instead of Wednesday.

I expected that the test would take half an hour instead of the 1 hour 15 minutes it took.

I expected to be done on Wednesday or Thursday instead of Friday.

I expected the whole project would be a lot easier.

**Why:**

I expected those things because that is what I had in mind at the start of the project and I put those things in the planning. I expected the project to be easier because when I read what had to be done most of it was stuff that I had already done before.

**Actions:**

**What did I do:**

I started work on Monday with making a github repository and making a concept, then I made a planning and started work on the project, 1 week later I almost finished the first prototype and I started making the documents for testing, then I tested, and processed the test results in a document, then I had a talk with the client if everyting is going good so far and if I could continue and then I started work on this document, the evaluation.

**How long did it take:**

the repository, concept and planning took 1 day, the development took 6 days, testing took 1 day and evaluating, starting to apply changes to the project and this document took 2 days.

The total project took 2 weeks.

**How much did it cost:**

I didn’t buy anything to make this prototype so there are no extra costs

Working 40 hours for 2 weeks makes 80 hours.

80 X €50,- comes to €1600,- total

**What tools did I use:**

* Unity
* Visual Studios
* Word
* Github
* Github desktop

**Results:**

**How did it match my planning:**

The first week the planning went pretty good but I noticed that every day I was having problems with fixing the last things to do for that day, so after 1 week I had created a backlog of things that I hadn’t finished, I then adapted the planning and then the planning was good again and I could follow it.

**Things that went well:**

Once I changed the planning I was able to keep to it really well because I had a better understanding of how long things took.

The development of the game went well because I was able to finish all things that should be in the project and didn’t have any big holdups.

The testing went well because I got clear results and knew what I had to change after I saw the test results.

**Things that didn’t go well:**

The designing of the level didn’t go so well because I spend too much time on it and don’t even have real objects, they are mostly placeholders.

The initial planning didn’t go so well because I underestimated how much time everything would take to complete.

Communication with the client didn’t go so well because the first conversation I had with the client was on the last day of the second week of development.

**Conclusion:**

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

I will definitely use some of the code that worked again in future projects and the experience I got with time pressure was good. I learned that time is invaluable when working on projects like this.

**What would you do again:**

I will use github again if there is a need for it, it is easy to use and understand and you always have your project stored online safely, I will also make a planning again like I had now, it was really handy and I knew exactly what was done and what still had to be done.

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

I just fixed movement now by making a whole new movement script for the player.

The level design will be tested earlier next time so I don’t have to redo 3 levels completely.

**What would you change next time:**

Definitely will address problems like movement earlier in the project next time because it influenced the test a lot. And also with the experience I have now I will try to make a better planning when starting the project.

Notes

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| --- | --- | --- | --- |
| Who | What | Where | When |
| Rene | Test analyse | Friesland college | 10:30 01-02-2019 |
| Rene | Evaluation | Friesland college | 11:58 01-02-2019 |