Report

Game name: Thardomar (temporary name)

Made by: Henk Gevers

Planning

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**Monday 4-3-19**

* Make a planning
* Get a git hub setup
* Search for assets

**Tuesday 5-3-19**

* Player movement
* Camera

**Wednesday 6-3-19**

* Level design
* Create the overworld
* Puzzles

**Thursday 7-3-19**

* Player animations
* Attacking
* Powerups
* Money
* Health
* Make level 2
* enemy

**Friday 8-3-19**

* Inventory system
* Boss enemy

**Monday 11-3-19**

* Health UI
* Main menu
* GUI
* In game menu
* Sounds

**Tuesday 12-3-19**

* Finish prototype
* Make a build
* Test plan
* Test form

**Wednesday 13-3-19**

* Testing
* Process feedback

**Thursday 14-3-19**

* 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 15-3-19**

* Finish last documents/ code if needed

Evaluation

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**Situation:**

**For who is this project:**

This project is for a Strong Reflection Studio’s

**When:**

March 4 – march 15

**Tasks:**

**Challenges:**

The time limit

Movement system

Finding assets that fit the game

**Expectations:**

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

I expected that the test would take half an hour instead of the 1 hour 30 minutes it took.

I expected to be done on Thursday instead of Friday.

I expected the whole project would be a lot easier.

I expected to be able to find more models for this kind of game

**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. The artstyle was really simple so i expected there would be more free models in the asset store

**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, 1.5 week later I almost finished the first prototype and I started making the documents for testing, after this I had a conversation with the client to see if everything is going well and if I could continue, then I tested, and processed the test results in a document 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 7 days, testing took 1 day and evaluating, starting to apply changes to the project and this document took 1 day.

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.

**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 some things still have placeholder objects.

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 the day before the last.

**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 fixed the difficult to understand first puzzle by adding in a text that explains it a bit

**What would you change next time:**

I will try to change the way I design levels and spend less time on it when it isn’t tested, 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 |
| René | Report, Test plan, build before testing | Friesland College | 14-3-2019 14:00 |
| René | Test analyse | Friesland College | 15-3-2019 11:00 |
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