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Rhetorical Analysis

Design Choices:

For our interactive comic book, we decided to create a game instead but try and keep the comic book feel there as best as we could. However, we did not start there. About in the middle of February early March, our project was something completely different. It was going to be a fleshed-out game but the problem we faced was that we weren't really doing the assignment. Because of this we had to revise our strategy and we did this with the story board assignment. We fleshed out all of our ideas for that we wanted in the game as well as what comic panels are going to look like. We also picked an art style that went really well with our game. From there we started building the game.

One of the first things I accomplished was creating a script for the player to move around. This includes movement and allows the player to jump with an added ground check to make sure the player cannot jump infinitely. From there, I began designing my levels. Designing levels for me was a little bit tricky. It was tricky because of the type of puzzles I had to create for our game. My puzzles were based on moving a box in tandem with another box. This relates back to the core foundation of Quantum Entanglement, meaning what happens to X also happens to Y. The problem I faced was pushing the boxes itself. For one puzzle I wanted the boxes to move in the same direction. The problem with that was if the boxes had different X coordinates in the Unity engine, then pushing one box would cause the other box to teleport to the first boxes X coordinate. It was an interesting little feature within the scripts we created in order to have these types of puzzles in our game. Luckily, I was able to create a puzzle that worked perfectly. For my second puzzle level, I had boxes move in the opposite directions. If a box was pushed one way, the other box would move in the opposite direction. I had more fun and creativity with this puzzle because I could create a more complex puzzle. I also did not have to deal with the bug that was occurring in the first puzzle level.

For our interactive game to really come together, we were also tasked with creating two story panels which include an animation showing off some of the concepts of Quantum Entanglement. I had a lot of fun creating these panels because it allowed me to do something really cool. For my first story panel, I would go on to reinforce the idea that what happens to X happens to Y and I did this by creating a simple animation of an apple being cut in half. What is really cool about this animation is that the player is able to cut either of the apples on screen with a knife. When the player glides the knife over either one of the apples, the animation will play

one the knife goes all the way through. It is one of the coolest parts about the game because were able to add some very cool interaction into the game. For the second story panel I had to explain the concept of Quantum Entanglement involving light. Light can be affected by Quantum Entanglement, but it is not within the subatomic particles, it is within the photons of light. To explain this concept to the player, I created an animation showing off three lasers. The animation then has a box move in front of one of the lasers and move towards where the laser is being shot out from. Then it shows the lasers getting smaller as the box moves towards where the lasers are being shot out from. It is a simple animation that gets the idea across.

Problems we Faced:

We faced a problem in our group. Our fourth group mate, Will, was not producing the results we had hoped for and it caused him to drop out of our group without saying a word. Because of this, we decided to keep some elements of his portion of the project. We decided to keep one of his puzzle's levels and two of his story panels. The puzzle level we kept involved using lasers and moving boxes. The player would simply try to pass the level by getting passed these obstacles. We did not have to do too much with that level but we decided to scrap his other level because it did not really make sense at all and it did not work properly either. I was tasked with making his story panel look better. The animation he made for it was just a gif and I decided to make it a fleshed-out animation. It came out pretty well as it is just a couple of motion tweens.

Group Ratings:

I am going to start group ratings with Jacob. Jacob stepped up for this project and took control when no one else was going to. He set us up for success by creating a fantastic outline showing what needs to be done as well as giving us tasks each week. He did a really good job leading the project and deserves a 5 out of 5. Seth probably had the hardest job out of all of us and that was to stitch everything together into one project. It came out really well and is probably what makes our project look so good. He did everything that was asked of him every week with no complaints. His puzzles and story panels came out really well. He gets a 5 out of 5. As I mentioned earlier, Will dropped out of our group without saying a word. He was doing great in the beginning but as soon as we started working on the project, designing levels and creating animations, he kind of just started delivering poorly produced files. His Unity file was a mess along with none of it really did not make sense. He also failed to produce the adequate results when it came to his work load each week. The final sprint that we had he handed his stuff to Seth so he could stich it together and it was still in a similar state. Then he just left our discord chat without saying a word. He gets a 0 out of 5.

Conclusion:

I had a lot of fun working on this project this semester. I learned a great deal not only stuff in unity and animate but how to deal with adversity and challenges when faced with them.

This is probably my favorite project this semester and I am looking forward to another semester of GIMM in the fall.