I Developed a Low-Poly-Survival Video Game. The goal was to learn as much as I could about coding, 3D modeling, and animating. To create a game, I chose the engine Unity. Game engines are the framework for all games and allow developers to use the tools they offer. Think about the engine like a kitchen, with its utensils, and the game as the dish you are making (except a little more complicated than that). It would have been great to have finished a super high-end game in a semester, but that was never feasible. I had to make do with what I could make sometimes, and that’s an important skill. I gained many new skills during my time at Propel. Like learning how to code with the C# language, create low poly models, which means low amounts of polygons in the models. Then animating those models as well. I created many mechanics in my game that are common in the creation of a survival game. An inventory system, a health system, and a way to cut down trees (as well as a few smaller ones). Also, I was lucky enough to talk to some great people for feedback and tips. Rebecca Harrison, Art Director at Gallium Studios, and Mike Safioles, Technical Artist at Ubisoft. It was a real pleasure to talk to both of them. I appreciated my time here at Propel and, through my project, I learned how much time and passion goes into creating a video game. I now see that I could work in the Game Development world.