GUINEA PIG – Dev diary

Apr 24: first time opened unreal.   
I opened a template for a third person game e and messed around with the editor, very simple stuff: adding and moving objects, learned what a texture and a material are. Baked a sample glassy material

Apr 25: concept for a good “learner game”, deciced to recreate pacman in third person mode.

Pac man has a very simple design but has all the main features a good video game programmer / designer should master.

GUINEA PIG starts, intented to work as a toy model to learn unreal:

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May 1

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May 10

Decided to learn to use blender for modeling

Blender tutorial starts

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May 12: GUINEA PIG is migrated to 0.1.0, game will migrate from a template based game with starter content to a from-scratch project.

May 13: THIS DOCUMENTS BORNS