

COSC3072 | COSC3073

Game Studio 1 - Assignment 3: Implementing a 3D Clone of Marble Madness

Individual Report



Student Name: Le Viet Bao

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Group Name: Project Groups 2_SGS

Responsible Tasks

- **Game Management System:** Created a system to manage the state of the game, including functions to load the levels, evaluate the star level of the players, level completion screen, restarting the level, pausing, resuming, quit to menu, and all other helper functions for the Game Management, with comprehensive error handling.
- **HUD:** Created the HUD system to show the time elapsed and the level's name.
- **Start/Pause Menu:** Created the start menu and the pause menu.

Challenges

- **Task Management:** For this assignment, due to the Capstone Project, I was swamped with work, and that affected the amount of work I was able to complete on this project, leading to less work being done by me compared to the last assignment.

Estimated percentage of overall work

- Total members: 3 people
- Estimated percentage of overall work done: ~30%

Team dynamics

- I think our team's lack of communication still has not changed, which has led to more unnecessary difficulties during the period of work. Huy is also busy with his other courses so he could not act as a bridge between Nam and I. If we were more proactive in our communications, perhaps we could have sped up the project, or further refine our products.