DM-Outpost | Post-Mortem

AKA SCUG (StarCraft Unreal Ghost) mod,
an Unreal Tournament 3 level.

What Went Right

1. Learned a lot about programming in Kismet.

2. Using already built UT3 assets saved me a bunch of time. Only had to actually make 2 textures.

3. Level was on track based on original concept docs.

4. Did pretty good at the end with managing bugs and updating screenshots.

5. Finished it...

What Went Wrong

1. Tried to build a whole game instead of just a level.

2. Spend too much time on programming in Kismet.

3. Using already built UT3 assets limited my art choices.

4. BSP "art" didn't look very attractive.

5. Needed to do more publishing of the actual UT3 game instead of just using the editor. This caused the level to only be playable using the editor. I couldn't figure out why it wouldn't play in the UT3 game and gave up on trying to fix it.

6. Took too long of "breaks" while working on the level. This was due to me hitting walls with the programming and game scope. (Worked on this for a span of 3 years!!!)

7. Docs should have been updated to reflect scope change.

8. Should have made hand drawn sketches and programming flow charts.

9. Rushed at the end, just so I could be done with the level.

Reference Images On Next Pages

Welcome to Installation UC!

Follow the SCV to Nav_1
LIGHTING NEEDS TO BE REBUILT