

Game Design and Development

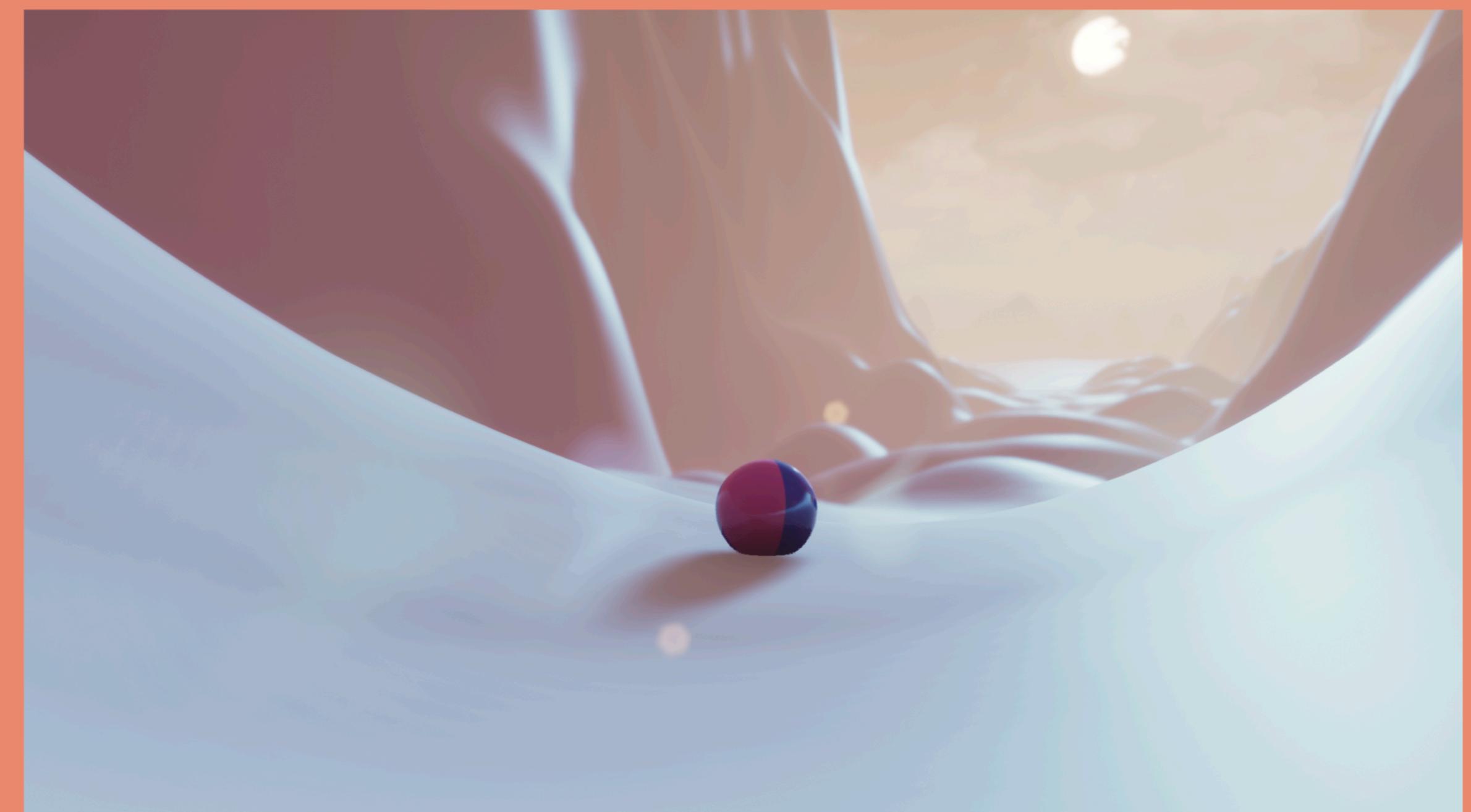
Roller Game

Objective

To create a game that showed off my ability to design games that are aesthetically pleasing, in contrast to my previous games that tended to be much more basic in visual design.

This is a screenshot from the product I managed to finish. Being new to Unreal Engine 4, I spent most of my time learning how the visual effects work. Most assets I built from scratch, where some of it, like the option to have lens flare, came with the engine.

I used UE4's landscape tool to create the world's physical structure, where I used the material system to create the snow to make it look how I wanted it to look. A lot of the work is in the camera object, where I was able to change parameters such as depth-of-field and lens flare.



A feature that didn't make it into the final version of this game was the ability to create a trail in the snow wherever the player traveled. I did manage to make it work on its own, though, as seen below.



Creating this effect meant first the ability to see where snow needs to get displaced. In order to accomplish this, an in-engine camera was placed underneath the player and moved as they moved. This camera recorded a custom depth that came through the landscape material and rendered it to a surface as seen above.



Reflection: Getting the basics of Unreal Engine 4 as well as using other software I was already more familiar with in creating things that I was actually proud of the way they looked was a really great addition to my resume and portfolio. Not only am I more comfortable with the tools I have been using for this portion of the project, but I am much more comfortable with all of the concepts that were executed and I feel like I could replicate them in other projects with relative ease.

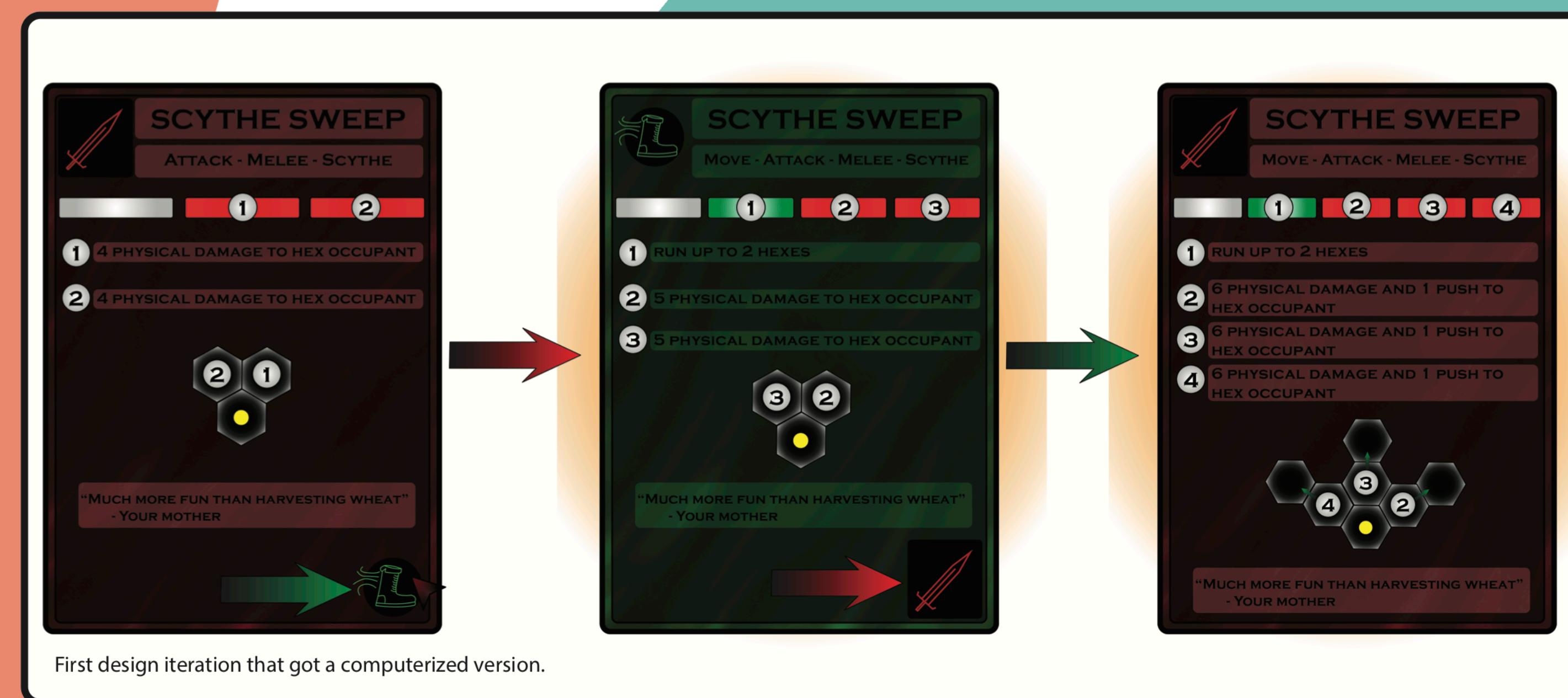
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by Alec Ellsworth

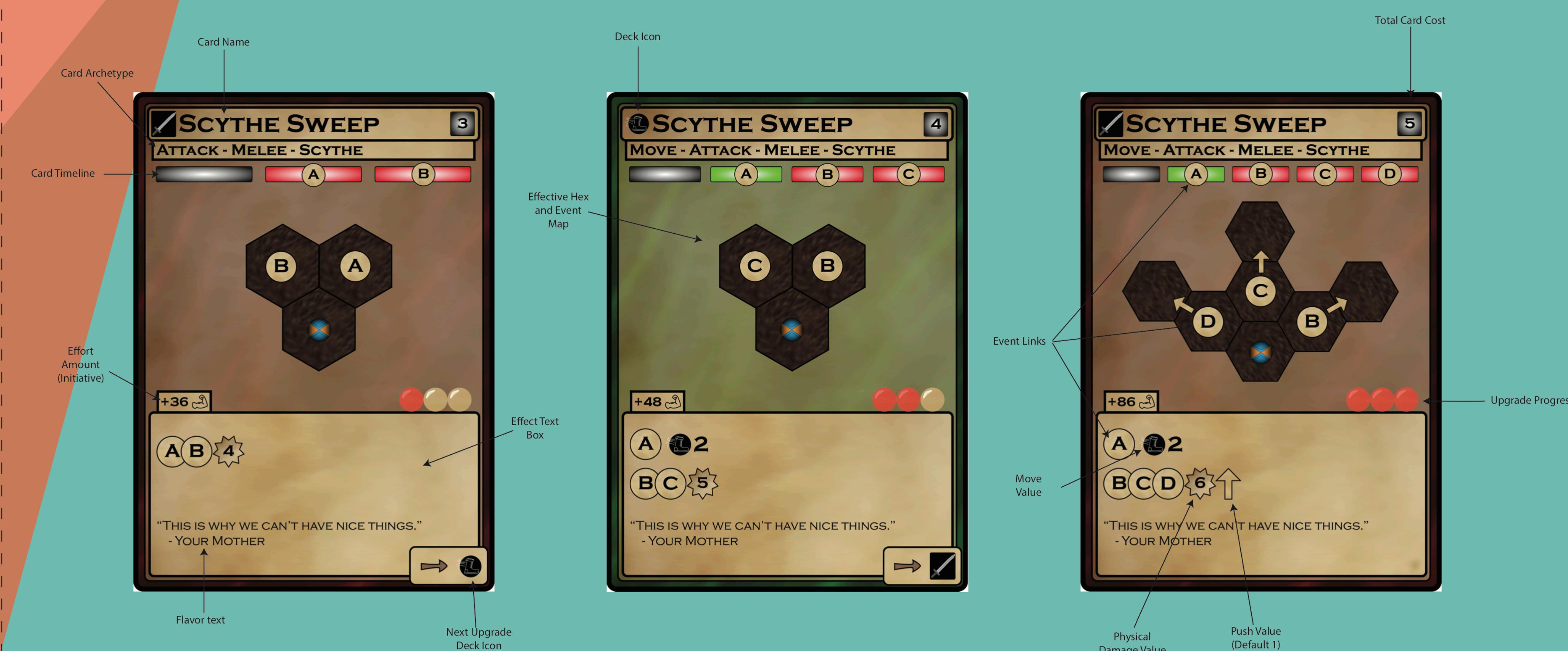
Card Design for "FINAL BOSS"

Objective

To design the cards for a game I have been working on for a while with a team. The cards have a lot of information they need to have on them. Having the most basic design possible and keeping them as intuitive as possible are the primary goals.



In the first iteration, there were a lot of color problems as well as icons not being clear. There is also a lot of text, not as much as there are on many other card games, but in an attempt to make decision making as fast as possible, we need to minimize the text as best as we can. The primary issue was that of the color and the fact that it is very difficult to read. The initial goal was to make the cards as interesting to look at as possible, despite not having art on each individual card, like most card games.



After lots of user testing with both people familiar and unfamiliar with the game, we landed on this other version. This is not the complete version but it is much closer to what we are wanting. As you can see, we are able to fit all of the same content with very clear icons. It's also very easy to skim and look at the important parts of the card according to the game's specifications. The goal is to make sure the player can get the info they need off of the cards as fast as they can. We start with the most important information at the top of the card and get more and more specific as we go down the card until ultimately we hit information that is not nearly as important as the rest but helps expand on the universe the game is lying on top of.

Reflection: Card design is a very complicated thing and can be very deep. The attention to detail and thorough testing can really be seen in the ease of use and will ultimately help make the game better. The practice with all of the different software that it took to make and design the cards was really helpful. I'm a lot more confident in my design and use of tools after this project.

