Art & Implementation Report

This report is intended to outline the issues that we ran into when dealing with the receiving and implementation of the artwork. This is not meant to be taken as a slur on the artists or the work they produced, just to give an idea of the work that went into sorting out the various aspects relating to the art.

The first issue we had was concerning version control, because of the problems we ran into using Source Tree in the first project we decided to use Dropbox as a sort of manual version control. This meant that as soon as any work was done, complete or not, it needed to be re-uploaded before any more work is done on top of the latest version of the game. This became an issue when the artists took a version of the game and didn’t re-upload their work for over a week. This meant that the version with art in was an old version of the game with missing and outdated scripts. This meant that Tom Robinson (149046) had to go through the projects with and without the art to find out what was missing then update the version with the art, this also meant the game had to be re-balanced in terms of sizing, all of the ships attributes and general playability as many hours had already been spent balancing the ‘greybox’ version, this was due to the uncertainty surrounding missing and late artwork. The attributes that were used in the greybox no longer made the game fun the play so Tom had to try and re-create the same experience he had created in the greybox.

One minor problem was the incredibly high polygon count on each of the models, when Tom first tried to played the game after updating scripts the game was unplayable due to how slow and ‘laggy’ the game was. To reduce the polygon count Tom removed some of the models and re-created some of the basic shapes used as even a plain platform contained 100’s of polygons (see attached photo 1), this increased playability to a point but still was not perfect as the artists had requested that Tom not remove too much.

Another issue we encountered was during the implementation of the colliders and meshes onto the models. During a practical session, 10 days before hand-in, Tom and Robert Baily (1311941) finally had the chance to play test the latest version with artwork and the latest scripts, it is at this point that it became clear that there were no colliders attached to any of the models. This wouldn’t have been a problem apart from when you added a collider to the model it placed the collider halfway down the model. After inspection of each model by both Tom and Rob it became apparent that each models mesh was a child to an empty object which in turn was a child of another object that contained a redundant animator. The solution to this problem, without accessing the models in Maya, would be to go through every model implemented and remove the parent objects, this task would not be do-able with the amount time left before hand-in with QA still to start, as it wasn’t apparent what version of the game we would be submitting.

