**CSS 497 Abstract Form**

**Name**: \_\_\_\_\_Justin Seo\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

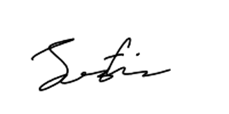
**Faculty Advisor**: \_\_Kelvin Sung\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Quarter/Year**:\_\_\_\_Summer, 2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Title**:\_\_Dive\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**The abstract should be limited to 200-400 words describing the nature of the project and the results obtained. The abstract is due prior to submission of your final report to your faculty advisor**.

| During the Summer Quarter, I worked on a collaborative game development project with four others. We felt as though it would be a valuable educational experience that would let us gain practical insights about the cycle of game development. And while most of us had previously taken 385, the Game Development course, we still felt there was a lot left to explore. On a personal level, I wanted to look into how Unity shaders worked, how to incorporate playtesting feedback, and how to keep track of documentation during development.  Before the quarter started, we decided on an initial game concept, and set up a sprint schedule, so we could begin work with a plan in mind. In our weekly meetings, we decided what needed to be done that week to make sufficient progress and divided tasks among ourselves as we saw fit, which we kept recorded in Sprint documents. And through this cycle, I was able to pursue my interests while working the game, without too much overhead complicating scheduling.  This process of development required a lot of independent learning, looking up tutorials and guides wherever personal knowledge fell short. And so, I learned a great deal about how Unity works, and gained experience working with its sound, shadergraphs, and animations, among other things. While coding, I documented what my code did by writing out descriptions of what they are and what they did within the code as well as in a word document in our group folder for better understandability.  During the last several weeks, we, alongside three other Summer capstone game devs, conducted group playtesting where everyone would play each other’s games and give feedback on the experience. And through it, we gained a lot of valuable insights that we incorporated into our game, improving both the general gameplay and level design to make it more fun and enjoyable.  At the end of the iterative process, and especially due to the valuable playtesting weeks, we made a game that we could be proud of. And as a result of it, I gained knowledge and experience about how Unity operates, how to work in group development cycles, and how to run and incorporate results from playtesting. I hope to carry this knowledge with me forwards to better prepare myself for my future career. |
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**Student Name**: \_\_\_\_\_\_Justin Seo\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ **Signature**:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Faculty Advisor**:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ **Signature**:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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