**PROJECT Quarter Life**

PROJECT CLOSING REPORT VERSION 1.00

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# THE DESCRIPTION OF THE PROJECT

In this project the aim was to create a working 3D application with Unity. The requirements for the application included a settings scene, use of different sounds, start scene, function scene and end scene. For managing the project, we were to use Trello.

We decided to make an fps-game(First-Person Shooter).

# RESULTS OF THE PROJECT

Our hard work resulted in a playable first-person shooter. The game has a main menu scene, settings, three different levels and a credits scene.

In the settings you can change resolution, quality and volume. You also have the option for fullscreen mode.

Each level has enemies patrolling the area and loot-boxes where you can find new guns. We included some puzzles in the game which you have to solve in order to progress.

We are pretty satisfied with what we created.

# GENERAL EVALUATION OF THE PROGRESSION OF THE PROJECT

The project went on pretty smoothly and we didn’t encounter any major problems. There were a few minor problems which were quickly solved.

# THE EXPERIENCES OF THE USED TOOLS AND METHODS

For a first-time user, Unity is a great engine for game development. The internet is filled with information about the engine which helped a lot during the project. We used pre-made assets from the Unity Asset Store and that saved us a huge amount of time. We also used a tool called ProBuilder which helped a lot in level creation. We used Trello for managing the project and it worked like a charm.

# PERSONAL EXPERIENCES AND LEARNING

## Matti

This project was pretty fun and I learned a ton of new things about game development and project management. I think I will use Unity in the future as well.

## Valeri

We managed to create a fun and working product. I've been always interested in game development, so this project was really for me. I feel like I’m handling the basics and a bit more in using Unity. Afterall, the project was a success and I think I’m going to create my own game in the near future.

## Samuli

This project was interesting and challenging. I didn’t have any previous knowledge of using Unity but this project taught me lot of things about making games. It’s easy to start making future games with the knowledge from this project.

# SELF-EVALUATION OF THE STUDY MODULE

## Matti

I was satisfied with the result of the project even though I could have used a bit more time making it. I learned a lot during the project. As for the grade, I would be happy with a 3.

## Valeri

This project was a fun and educational experience for me and I am really happy with the result. I learned a lot about using Unity and game development in general during this project. I wanted to improve some things in this game but the time was short. As for the grade, I would be happy with a 4.

## Samuli

I’m happy what I got done in the time we had, although there is lot of room for polish and improvements. This project taught me lot about making games. As for the grade, I would be happy with a 4.

REFERENCES