

Reflective Report - Valeska Bagaric

Working as a team and building a game together was an experience that has taught me a lot of valuable lessons. We all had to align our individual preferences and collectively reach agreements. Working with my team was a highly positive experience because they are all exceptionally kind and understanding individuals. We shared a similar vision for our project, allowing us to freely express our thoughts and ensure alignment. The decision to work on a VR game was a collective one, presenting us with a significant challenge that we tackled together as a team. We managed to distribute the workload evenly and provided support to each other whenever needed. For instance, if someone encountered difficulties with a task, we would step in and assist in completing it.

However, one of the major challenges we faced was collaborating effectively using GitHub. Initially, we were unfamiliar with its functionalities as a team, leading to numerous merge conflicts and instances of lost work. Nonetheless, we persisted and gradually overcame these obstacles. While we encountered some issues along the way, they became less frequent as we became more proficient with the platform.

We take great pride in our game, particularly its aesthetics and art. We invested a significant amount of time and effort into its development, and we are pleased with the final result. One aspect I would approach differently in the future is allocating less time to certain mechanics or game aesthetics. I believe we devoted excessive time to aspects that ultimately did not make it into the final game, which could have been utilized to enhance other aspects of our game further. For example, we spent considerable time on custom dragon hands that were rigged but encountered

implementation challenges. As a result, we had to discard them, which proved to be time-consuming and did not contribute to the final iteration of the game.

Overall, I am incredibly grateful for the opportunity to work with my team. They are passionate, responsible individuals whom I would gladly collaborate with again. They consistently made time for meetings and remained responsive throughout the entire game development process, providing valuable feedback to one another.