Ryan Moore

Fall

For my group project, we will be developing a game using Unity. We will work together to create a complete game using C# as the programming language. I will be the scribe, keeping track of our ideas and discussions concerning the game, while also helping with developing it. This will be my first time doing a complete video game project in Unity, though I have gotten acquainted with it in the past by playing around with it. Our current ideas include having the game taking place during a historical event, such as the Alamo or 300. We may also include boss fights. These ideas are subject to change, though.

My college experiences include taking many programming courses such as Python and C++. I primarily learned the most with C++ through CS 1021C and Python with CS 2021. I also learned more about programming languages in general with CS 3003. I haven't taken a college course dedicated to C#, but being familiar with programming languages should help make it easier to learn. I was also briefly introduced to C# back during high school too. With this experience, I should be effective with using C# for Unity.

My co-op experiences only include two unique jobs. The first co-op was being an intern for Vector Solutions. I was primarily learning more about web development and built a webpage during my time there. There's not much that can be applied from this co-op other than learning how to be punctual with finishing projects on time. My second co-op was at UC's Simulation Center as another intern, working with Proctor and Gamble. This time, I helped with using stock simulation software that is used via visual coding. I gained more experience with coding in a different way, which may help me with thinking outside of the box when coding for this project.

The main motivation of this project is that I really like to play video games. I had always liked the idea of making one and found a group who also wanted to. I was interested in learning more about Unity too. I wanted to take my programming skills to be used in programming a game eventually. I only have created a game once, but it was using a much-simplified way of coding. Though we must compromise on what kinds of ideas we want our game to be as a team, I'm excited to be able to work on it.

Our preliminary way of planning for this project is by taking our ideas as a group, then implementing them each into the game. We expect to get each idea we want to fit in, and to cut it if it's causing too many problems. We expect to be done when we can play the game from start to finish. We'll also make sure our ideas are well-implemented into the game design too. I will feel that we've done a good job if we have fun playing with our final game. I'll also feel satisfied if it feels complete as a game.

Spring

My biggest contributions were planning and making documents for the game along with the rest of the group and helping test the game. I was able to contribute a bit less to the game itself from spending a lot of time trying to implement different features, but other group members were faster in doing so. I spent a portion of time watching tutorial videos centered on 2D game development to understand the tools we used better. I made sure to be a part of most meetings I had the time to participate in to keep track of what to do next and completing documents needed for our repository.

I learned a bit more about the importance of working within team roles and managing and organizing between team members. Doing this more efficiently would've helped with finishing things a bit faster, though we were able to finish our game in time and have it working properly. I also learned more things about the fundamentals of Unity after only dabbling in it prior to the group project.