

Post-Mortem Documents

The game development went better than I expected, I first listed out all the different things I wanted in my game. As I knew I wanted to make something 3d for my first game, I was able to brainstorm a few different ideas from that, from dungeon exploring, story-rich open world exploring (I am blindly ambitious but I was planning on making a prototype and stick with it) but in the end I thought that a parkour game would be feasible and 'complete' in the sense that I would be able to finish a game in that short amount of time given, hence I stuck with the game now known as SkyThrill.

There were many bugs that happened in the game, first I am a total beginner to Unity and C#, thankfully there were many tutorials out there on FPS movements on YouTube, I was greatly inspired by Dani's game Karlson in which featured the wall running mechanics. I adapted the movement and camera control from another YouTuber Colanderp and managed to make the code worked with my games. After that it was a series of crossing off the to-dos that I have initially planned, such as making music (which I tried for 10 hours at least but ended up scrapping), making UI, settings (control the graphics/volumes), making the maps (learnt probuild and progrid), improving the aesthetics (learnt shader graph and post processing volumes), working with timer and saving the progress (using prefab).

There were many things that arose, vividly I just remembered the mouse just never seemed to work when a level is completed or paused, however it is because I forgot that I have a script updating constantly calling for the Cursor.visible to be False so another script that makes it False wouldn't proceed since they are conflicting. It was an easy fix after I discovered it.

Since I adopted the movements, there were many things I wanted to tweak, first it is the jump speed when you are sliding, the original movements would have the same jump speed as if you were grounded and not sliding, however when I first tried to change it, it caused the whole controls to be unusable. I managed to fix it by learning how each check works for the different movement, and implement my own checks (grounded + sliding + exceeded certain movement speed) to make the jump unique and reset the jump speed afterwards.

What could I have done better?

I should have probably learnt to code the movements from scratch on my own, but I think that I have learnt a lot adapting others' codes and integrating all the elements of a game (music,menu,ui,mechanics) to a complete game. I am pretty satisfied with my game that I ended up producing and I would probably integrate more movements such as grapple mechanics, sky diving, and water boarding.