

Slime-o Jones Process

Plan

My plan for Project X is to create a game, or a game prototype, not a fully finished game. I already had in mind that I would use Blender to create models and then using a game engine to make it all happen. I did some research on how I can get things done step by step and then went on to the design on the character.

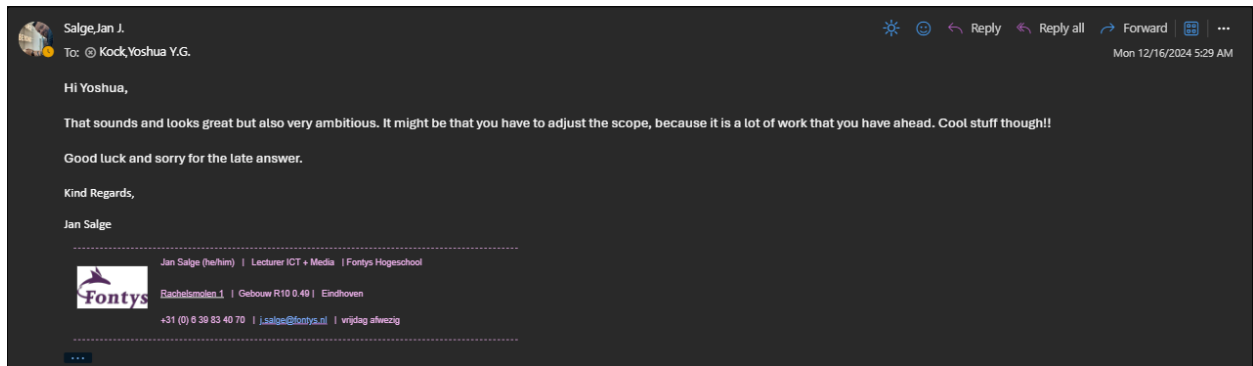
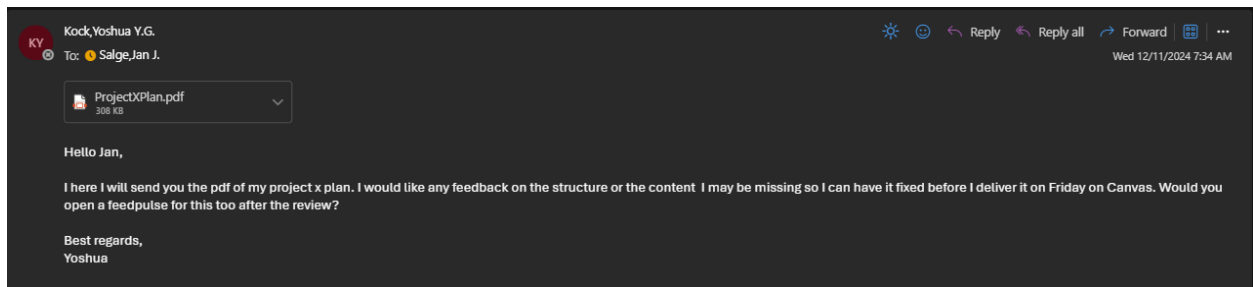
Inspiration

Slime-o Jones doesn't really have a main inspiration. I wanted a 3d platformer game. Creating a character with limbs would take longer, especially with the time crunch I had, so I went with a small blob body idea. A slime character was then thought up. The name itself could be taken as inspiration towards other video game characters. Earthworm Jim, Wild Woody, Astro Bot, just something that sounds kind of nice. Slime-o Jones just sounded funny and stupid to me that I liked it enough to be the name of this character/game. The stage itself took inspiration from Super Mario 3D World 1-1.



Changes

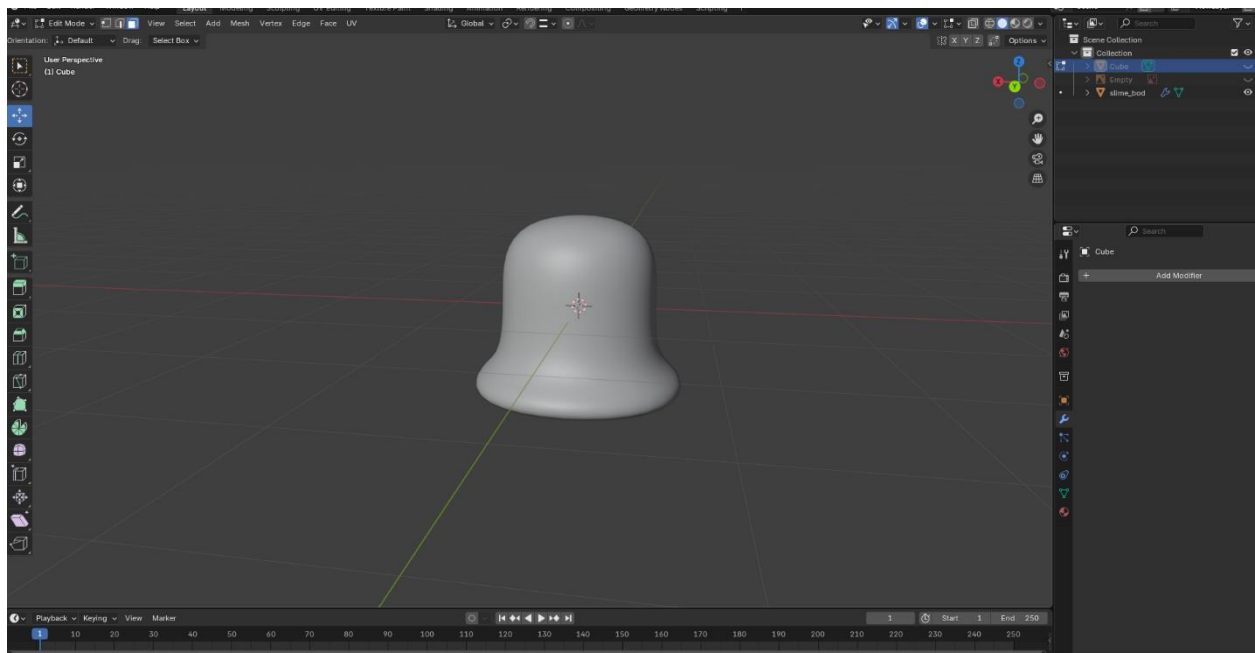
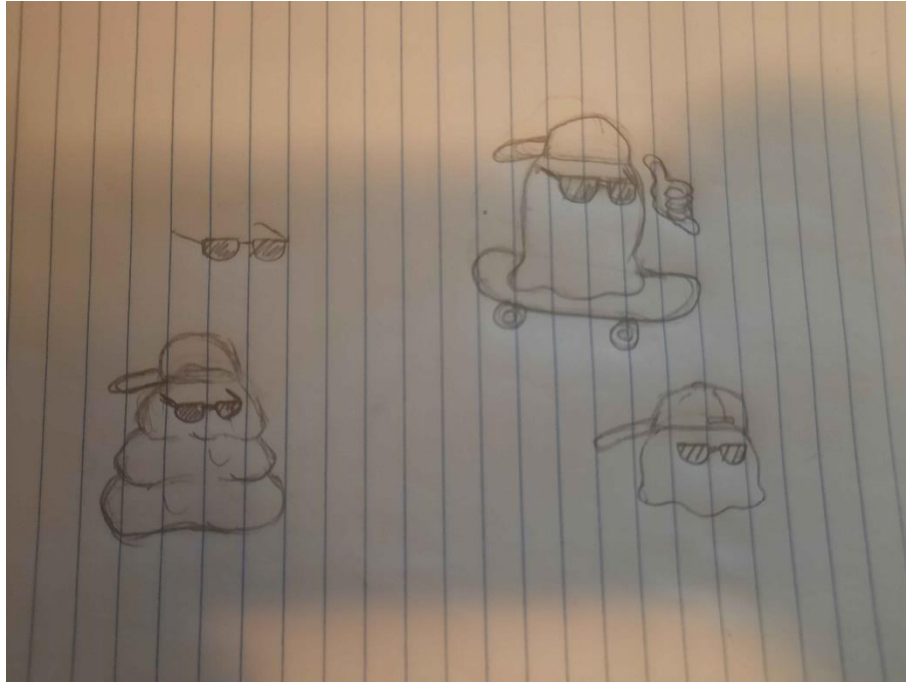
The main big change was the scope of the project.

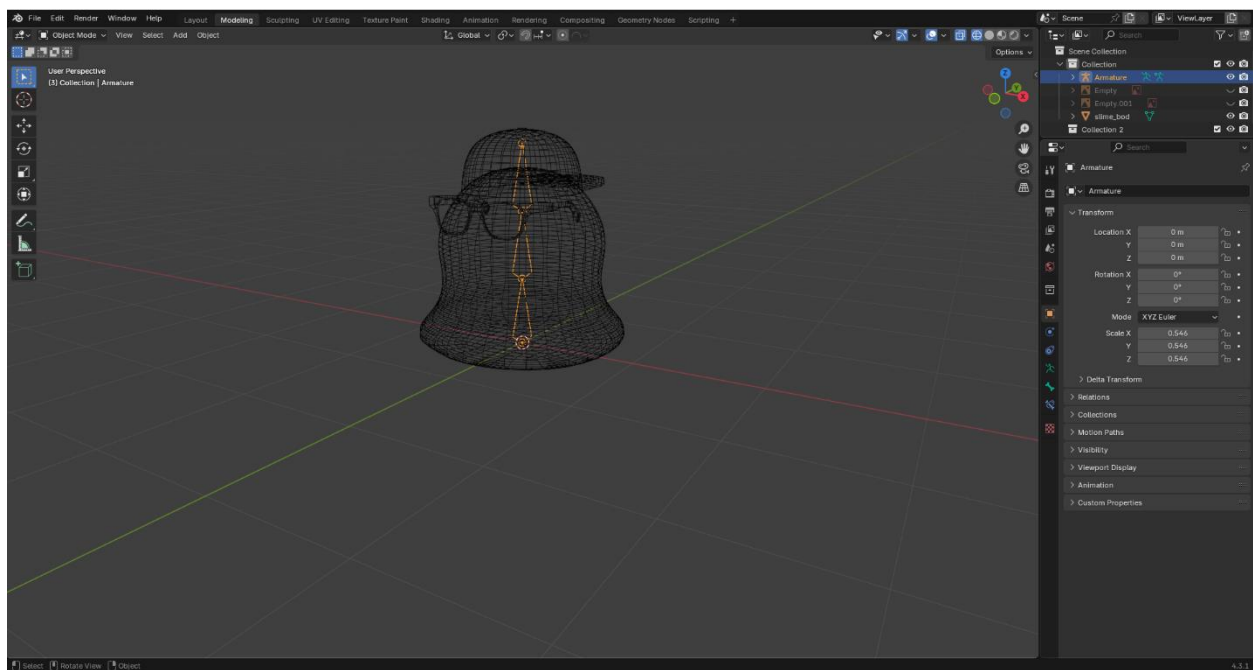
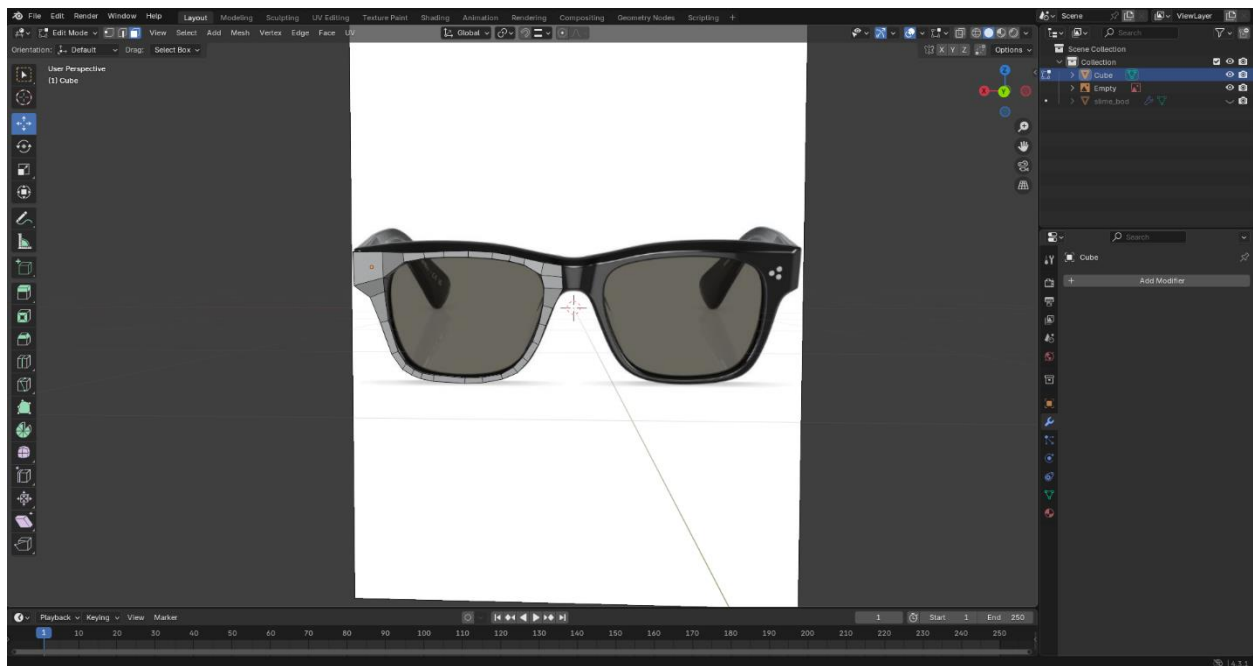


The first plan was to make a playable prototype of a 3D platformer. Knowing the amount of time in making this happen, I was recommended to turn it down a notch. That's why in the newer Project X plan, I have the MoSCoW method to where the playable demo is in the Should/Could category. So what it was changed to was to deliver the assets of the game, that being the character and stage.

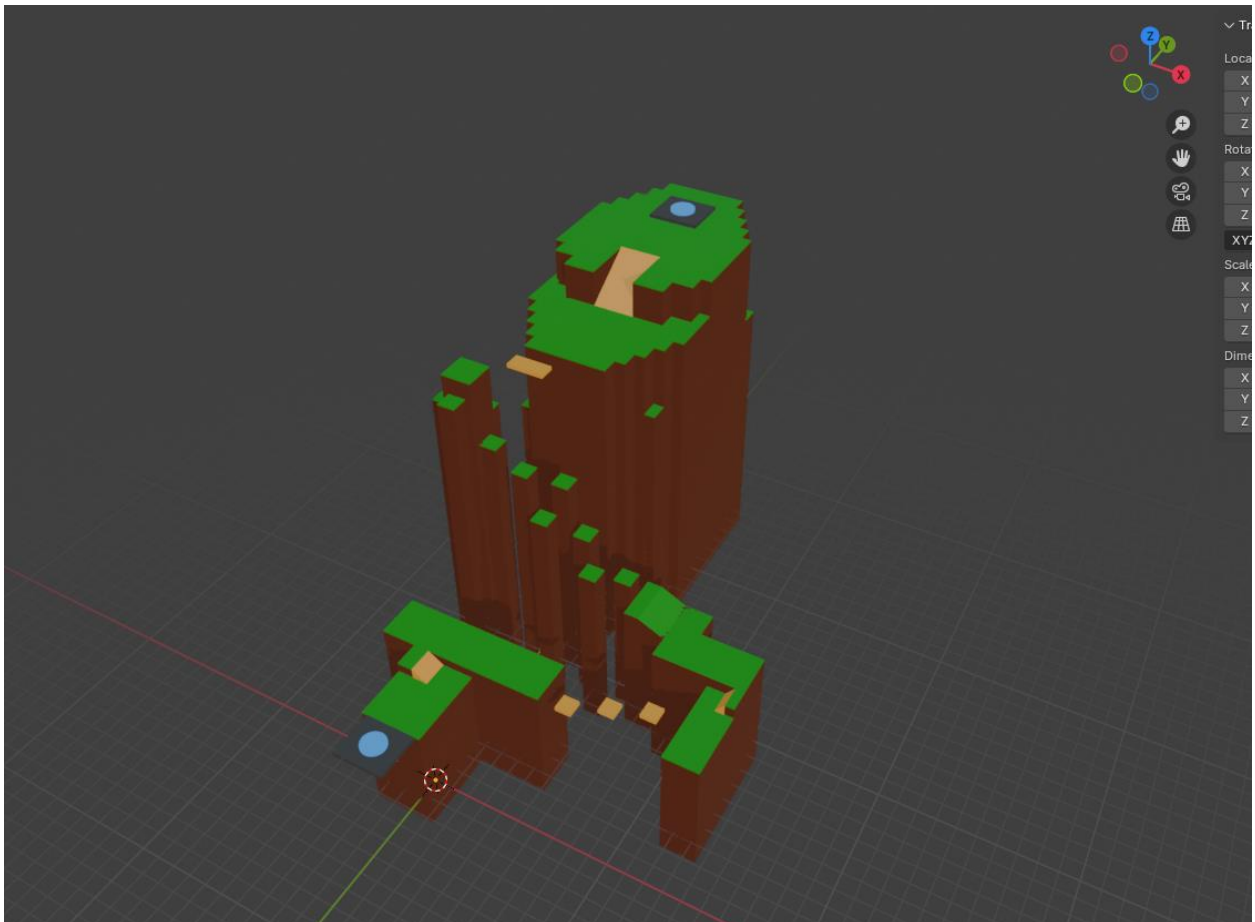
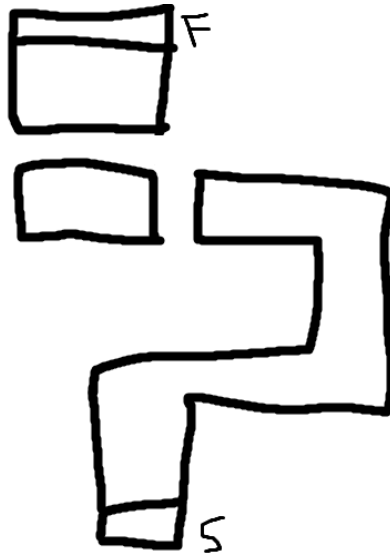
Process

Firstly I drew my little character in my notebook and show my Project X coach it to give me any input to what I could change. I got the green flag, so I went on to model the character in Blender one step at a time. First the body, then the glasses, then the hat, and finally join them all together.





With the design of the stage, I took inspiration from world 1-1 of Super Mario 3D World at the start of the stage. The shape itself was a reference made in paint. The idea being a snake shaped map so users don't just have to move in a straight line.



The Unreal Engine part stunk only because I had a good few days to get used to it. Firstly, materials were missing from my imports. Secondly, I was missing the shades of the glasses on Mr. Jones. Also

losing the skeleton and my stage having wonky collision? This was a nightmare. But I worked from there to rig it again, this time in Unreal. It was surprisingly easy. I did a quick configuration after setting the skeletal mesh on Slime-o to replace the mannequin model with the body of Slime-o as the mannequin is the one that is immediately played with and able to move and jump already in the third person environment template. A time saver to do that as Jan recommended.

Reflection

Well I got the results of the adjusted scope. Even if time is up, I still would like to play around in Unreal Engine and do more work in Blender for the proper way of importing characters and environments. Also this sparks the interest in me to get into game development as a hobby. Unreal seems like the engine I want to stick with for future plans. What I learned here is that this requires a lot of patience even when both software have a thousand things on screen that could overwhelm someone easily.