

# Project Evaluation Report

For

SpaceX Travel

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## 1. Critical Evaluation

### 1.1 Team Description

As this was a solo project, I did the entire thing myself. It was a slow start, but as the project got underway, the team put increasingly more and more effort in.

### 1.2 Design Goals from Project and Problems

There were several things I cut from the project – most notably the Earth and Mars bases. I had begun designing the base with the terrain generator and downloaded some free building models to adapt a bit, but as I reached the main level which contained the Solar System, the bases felt too ugly and deterred from the experience I was hoping to achieve, so I decided to delete both the bases and focused on the Space level.

Another thing I found when calculating the values was that to fit the entire system, the skybox scale would be so big I felt the engine could not handle the scale – especially when I scaled the Sun up to the correct value, it was bigger than the current skybox I had. The Solar System would be odd if the only “Sun” was some lighting outside of the skybox and also, the other planets needed an actor to orbit around; to fix this I scaled a sphere so it would be larger than the current planets I had in, but would not dwarf the skybox and added emissive lighting to it.

The other problem I encountered was that ship vs Earth scale was not correct. If I scaled the ship smaller than 0.1, the camera would not follow the ship’s scale, and if I scaled Earth up so it would give the proper feel, again the skybox would have to be scaled up so large the engine would not handle it.

The main thing I felt that was not delivered were the ship’s handling system. I used Unreal’s Flying Pawn Template and after long multiple unsuccessful attempts, I adjusted the controls slightly from what I learnt in the tutorials and stuck with mostly the default controls.

The camera and spring arm is also not as smooth as I wanted. Replicating the blueprints in other base projects resulted in smooth camera following, so the only conclusion I can draw from it, it is because my level is so large and actor so small while travelling extremely fast, results in jerky camera following.

## 2. Playtesting Results

### 2.1 Procedure

The game underwent alpha testing and numbers were adjusted so journeying between each planet would not take too long or too short.

### 2.2 Evaluation of Playtesting

There are no bugs in the level, but I feel that other players will be bored when exploring through the environment. There are asteroid fields the player can crash into, but even those are quite hard to hit, and the rest of the time is travelling through literal space.