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Game Design

Reflection Paper

I learned a lot of useful things in Game Engines and was introduced to a comfortable side of college. Only recently have I gotten into game development and taking this class helped me understand multiple corners of how games are made.

Throughout the semester most of my work went towards the 2D game for the Game Expo which was a fun time. I started the game over the summer following tutorials but was put off from continuing it with how many classes I had. However, the expo got me motivated and the game was pretty well finished in time. It was awesome to see other projects along up with my game.

Admittedly my final project is very basic at this state. My vision for the game design document is the same. This 3D FPS game continues in the same universe as the 2D one. I plan to continue it but not before learning Godot in and out throughout the break.

What I’m going to do differently is to learn how learn Godot fully and follow tutorials for various systems in Godot. I am also going to follow tutorials in Blender to make a low poly style. What’s important is I make the game without spending too much time making it look pretty. There seems to be a common tip for game developers to experiment with prototypes and worry about furnishing later. This is very much a matter of function vs form, and a game is only as fun as how well it plays.

Another thing I will do differently is to import other systems when it is appropriate. For the 2D game I created almost every system by code, following tutorials. This helps with learning but also takes a ton of time. It’s very possible a 3D environment will require much more than 2D and I’ll have to make the occasional call to import work that’s already been done.

I learned plenty for this final project but also a lot from the 2D game. Having full control of my creativity is a blessing and a curse, I should be careful not to dedicate too much time to a story that won’t end up in the game. I should also try to plan out levels ahead of time, probably with grayboxing. Importantly don’t furnish these levels until I am sure they’re going to be used, making a level pretty takes time and it’s important not to be wasteful.

I look forward to putting good use to Godot for game development, I’ll also be using it for research next semester with simulation. At the end of next semester, I anticipate I’ll still be experimenting with systems and prototyping to create something original and fun.

Thanks for being a fun teacher Michael, see you next semester!