Evaluation

Context
In my context research I was able to definitively decide on my target audience:

With my current version of Bradford, I feel like I have been able to cater to my targeted demographic of males in the age range of 15-35. This proved to be a positive decision as it has been easier to develop a third person shooter game that does fall in line with that demographic due to having an intimidating/creepy but also cool looking enemy character model that can get gun downed by the player.

The creepy background music that was provided by my community aspect (Pipeline productions) also helped to target this towards males ages 15-35. I feel like creepy music plays a big part in developing an unsettling environment.

I wanted to create a creepy atmosphere as the other games that I have taken inspiration from tend to lean more towards horror than anything else.

However, the current version of Bradzorg does not contain blood of any kind like I would have hoped. I feel like this had a negative overall impact on not only the quality of the game but also my target audience as the gore and violence is what makes these types of games a lot more entertaining and enjoyable for the demographic that I was aiming for, in my opinion.

This was due to running out of time. I deemed it as an unessential as well as a quick and easy thing to do but I pushed it back too far and ended up forgetting to add it, by the time I realised it was too late.

However, this is not all bad as the lack of violence would open the PEGI age rating to 12+, in turn widening my target audience.

To conclude this subsection, I feel like I have been able to successfully target my intended audience because the game still has violence and a creepy empty feeling environment that can cater to my target demographic of males aged 15-35.

Business model:

My games assigned business model was and is free to play with paid cosmetics. However, I feel the game is not currently in a state where I would be justified to charge anything for things such as skins. This is because a lot more development would have to go into the game before it would be in a playable enough state to publicly distribute it as its own game to begin with. If I was to continue development of Bradzorg I would keep the business model as free to play.

Third person shooter popularity:

In my context research I showed that there was a huge audience for third person shooters, particularly of the horror genre. I feel like if I continued development of this game, I would have a lot of potential to release the fully finished product to a huge demographic.

In conclusion I feel like I have a clear target audience, justified business model and potential for the game to succeed in some way if development continued.

Research:

My research was the most important part throughout the whole production process including planning things such as target audience and game genre. At the start I gathered a bunch of different research sources. I used some and swapped some out for newly found sources throughout production as my initial research was not enough to develop Bradzorg into what it is currently. I gathered mostly video tutorials for a wide array of things in Unreal Engine as well as Blender. I feel like this was the best approach that I could take as I had no prior experience with either of these software's.

If I could have done anything different, I would have researched the best and smoothest ways to do things and not necessarily the quickest and most convenient. I feel like I would have benefited greatly from leaning how to use unreal tools a little more before development other than throughout as this resulted in me being very confined with what I was able to do.

Tutorials were great for learning basic skills in both software's. They were also great for creating specific game aspects such as an AI enemy and how the third person character works and interacts with its environment. However, I found it challenging to personalise the game to how I envisioned it. I feel like this was because the tutorials were great for showing how to do specific things but terrible for learning how the tools in Unreal Engine work. This resulted in my game feeling bland.

Planning:

Planning was a key part because it helped me develop an end goal that I could ultimately work towards.

I planned out my course of actions in my Project Action Plan and Timetable. This was a great way to evaluate my work in weekly intervals as I was able to reflect on what has been done and what hasn't, why and what I will be doing next. It was also great for me to gage what I should be prioritising. For example, the third person character took me five weeks to complete when I only planned for it to take one week. This had a huge impact on the rest of the development plan.

However, there were unneeded weeks dedicated to things such as gathering reference images for 3D modelling. I was able to use these weeks to prioritize more time into what mattered, that being core game mechanics such as the Third person character, the characters weapon and enemy AI.

If I could do anything different, I would have made contingency plans and researched how long key aspects of game develop approximately take instead of assuming. I feel like this was a key aspect that held me back.

In conclusion most of my panning was caried out as planed but things were pushed back and rearranged. If I was able to restart, I would dedicate more time to things that should be prioritised and made contingency plans.

Production:

There were many factors that affected how smoothly the production of Bradzorg went. Such as working on a different version of unreal Engine that my research tutorials were created in. This had an impact on production in a variety of ways from project resetting problems to slight changes that unreal engine had made since the tutorials were created, which resulted in me needing to either research into it or troubleshooting possible fixes.

Another thing that impacted the production was time constraints alongside my lack of knowledge and skills with 3D modelling in blender. I feel like this was because I didn't balance my time affectively between learning unreal engine as well as Blender. I decided to prioritise the core gameplay mechanics, as a result the 3D models lacked severely and heavily impacted level design.

However, other than these key issues I feel like production went surprisingly well considering this is my first attempt to develop a game in unreal engine. I feel like this was down to my two main research video playlists, them being for the third person character and the enemy AI. These series of video tutorials helped me keep on track and prioritise the bare bones of what was needed to create a third person shooter. This made it easier to prevent wasting time on unnecessary development.

Another positive aspect of production was my community aspect. Although I ultimately didn't model a dedicated building that the music would play from like planned. I did make a conscious decision that it would work better as background music instead. I feel like This resulted in an overall eerier atmosphere.

If I could do anything different, I would make sure that I have the most up to date tutorial and version of Unreal Engine to prevent any unnecessary setbacks.

In conclusion there were many complications and roadblocks throughout the entirety of development from planning to exporting a playable version of the current version. However, I was able to find a fix or work around for every problem that I encountered.

Evaluation:

I evaluated and reflected upon my progress in weekly intervals using my weekly reflection chart.

Evaluating my work every week proved to be more useful than I initially thought as it allowed me to reflect on what I'm doing well and what I can improve on while at the same time helping me to rearrange and plan things for the upcoming week. This also allowed me to get an overall view of my production and more importantly highlighted the areas that my game was lacking in.

I feel like I would have benefited more from daily reflection as I could have caught and potentially prevented minor issues such as the bug with the enemies walk animation that was supposed to change according to the enemy's walk speed however, due to working on a separate version of unreal engine to my tutorial it proved too difficult to find a fix. This has resulted in my game feeling a lot less developed.

If I could do anything different, I feel like I would have benefited more from evaluating my work in a video form other than a written one. As I would have been able to describe key issues in greater detail and in less time.

In conclusion I feel like the weekly reflection had a huge positive impact on the overall production and ongoing planning throughout the whole of production

Presentation:

The Presentation of my development progress was split up into 4 main parts. One being dedicated to the actual development steps within all software used. Every aspect of development was showcased through descriptive explanations on what I've done, how and why, alongside screenshots and videos that were most used to show problem solving and daily development of Bradzorg. However, while attempting to upload this to digital space as a PDF I realised the file size was too big, so I uploaded this in two parts the first being dedicated to the first-person character and the second part being dedicated to the enemy AI and level design.

A second part being my weekly reflection, this shows a clear line of event in key development milestones and roadblocks up until completion.

A third part being my project proposal. I referred to this every day to help me write my weekly reflection and ensure that everything that I planned was scheduled to be completed as and when it needed to be.

The fourth and final part was my context research. I also used this throughout production to help me evaluate my work and schedule what needed to be done next. I also took heavy inspiration from my research in this part resulting in me returning to the example games to help inspire me in what direction I wanted to take my game.

The current version of bradzorg was exported into a playable game however digital space does not support .EXE files and I cannot export Bradzorg as any other file type. This resulted in me needing to personally send out the game to anyone that would want to play it. This resulted in the final product being showcased in a three-minute

gameplay video at the end of my presentation part 1. I feel like this has greatly impacted the accessibility for people to try my game hands on. If I had more time fixing this would be my priority.

Showcasing development problems and key milestones through videos was the best decision I made because it not only helped me look at the problems from a new angle it also gave me the opportunity to showcase skills that can't be portrayed through screen shots or writing. Although videos alongside screenshots helped me structure everything.

In conclusion I feel like the presentation of my work was one of the strongest aspects. Excluding the huge hiccup of not having an easily accessible version of my current product.

Conclusion:

my overall conclusion is that I could have benefited a lot more from some more research as well as making contingency plans for if my initial plans fail. I feel disappointed in the current state of bradzorg due to a lot that I planned didn't come into fruition due to a variety of reasons. However, I am also pleasantly surprised in the progress I have been able to make and the skills that I have developed in such a short time. although bradzorg isn't currently in the state that I would want it to be, I am confident that I would be able to complete my vision for the game if I continued the development of it. Time was the main set back in the long term as I if I would have had a little more time, I would have been able to flesh out all that I had planned for Bradzorg.