**Evaluating the Process- Level Three Diploma in CMPT**

**Games Design Project**

Discuss your overall experience, reflecting on subject knowledge, research,   
your range practical skills, and what you hope to achieve moving forward.

1. **What went well during the games design project?**

What went well with the game design is the fact I researched many different types of games to allow me to identify and get the idea for the game I designed. In addition to this, what went well with the project is the fact I was able to develop skills in Adobe illustrator as well as garage band which allowed me to help the group develop the game an example of this creating Foley sounds as well as sample tracks in garage band.

1. **What didn’t go as well as originally planned?**

What didn’t go well with the project is the fact that we were going to design it in 3D using the unreal engine however with the timescale we had it was not possible to use the system to its fullest capabilities. In addition to this, what else didn’t go to plan was the map layout this is because of the way the unreal engine is setup and the way my map layout is set it didn’t match up.

1. **Why was this and what effect did this have on the project?**

The reason why it didn’t go well using 3D is because of the timescale this is because I didn’t have long to get to grips with the format and had to change it as it was easier to use 2D instead as well as having prior experience from last year of creating a 2D game. The reason why it didn’t go the way it did was because of the map layout and how complex it was to try and replicate the map in unreal engine therefore I had to change the layout.

1. **What ideas were you trying to communicate?**

The reason why I chose 2D over 3D is because of my prior knowledge with 2D this is because I worked with the 2D style last year and I found it easier to work using 2D in unreal. In addition to this, why I chose a different map layout to the one that I designed is because of complexity as well as making it easier as well this was due to the timescale that was given to me.

1. **What would you do differently if you were to do the project again?**

What I would do differently if I was to do the project again would be to try the game format in 3D this is because it will allow me to experiment more with the assets as well as experiment with the different mesh frames as well. In addition to this, what I would do differently if I was to do the project again would be to choose a different format this is because I chose a 2D side scroller and if I was to do it again I would choose first person instead or third person to allow me to experiment with the different types of maps and assets that the application has to offer.

**6.What methods, skills or industry terminology have you developed throughout the process?**

The methods that I have developed during the process is the ability to create mesh buildings from different shapes. In addition to this, I have also developed the skill of understanding how to create a map for a level using photoshop this also includes the fundamentals of how to structure it as well as labelling up all the different shapes and colour coding them for example red circles mean enemy. Furthermore, I have also included some terminology in my research for example I researched user interface (UI) and included terminology within the research.

Also, I have also gained skills and knowledge of garage band I have done this by creating Foley sounds for the level including music as well as Foley research for sound effects. As well as this, I have also gained knowledge of Adobe illustrator I have done this by creating backgrounds and cover art as well as using the pen tool and gaining knowledge of the tool and how it works.

**7.Using bullet points, create a short action plan for what you hope to achieve moving forward.**

* Create a full fledge level
* Make my own concept art
* Get a further understanding of how unreal engine works and expand my knowledge of the application.