Strengths of projects (Scripting)

Areas of improvement (Flaws)

Skills developed (Scripting, Sculpting, painting)

Success (Character [Scripting | Animations], Landscape [)

Equality & Diversity (Phycological, Parental Guidance, Communities)

Gibbs Reflective Cycle

(Description – What is Happening?

Feelings – What were you thinking and feeling?

Evaluation - What was good and bad about the experience?

Conclusion – What else could you have done?

Action – If it arose again what would you do?)

# Evaluation

# Introduction

My FMP Project is a Sample Piece of a game I would like to create. I previously said within my FMP Pitch that I would create a sample piece of a complete game, which would include buildings, items, and multiplayer etc.

# Landscape

# Sculpting & Painting

I first started by creating landscapes using the sculpt tool. It started with hills slowly moving towards cliffs then mountains. I was hoping to create a secluded area underneath a waterfall/cliff. I created multiple versions within UE4 until I realized that the program is outdated, and I could get a newer version. I then moved to UE 5 where I tried to and successfully created colors and painted the land. I made a hill and then switched colors and painted around it to make it look realistic. I then started building the waterfall again and did not like how it turned out and while I was flattening it, I managed to create a big hill. I then looked at it and realized that it was exactly what I wanted. It looked like a sample piece, so I kept creating it until I got my final piece.

I felt frustrated at the fact it was extremely difficult to create. I later felt worried as it was consuming a lot of time. My worries escalated as I switched UE versions, but I felt as if it had more benefits to bring, which it did with the Megascans and lighting. I later felt relieved as I found an environment which is simpler and more suitable.

I felt that my thought process going into it was bad as I expected less setbacks. The process was extremely simple, and it could have been improved. It did become more efficient thou allowing it to be a simple and safe way to perform. Although I did find it hard to paint as it is naturally not my specialty, and I was not sure what to do.

I could have made it more detailed and merged the colors. I watched a video where they create the landscape with the colors already merged, so you did not have to paint it manually, but I was looking for a simpler method as I am still new to this.

I would try and research and produce something within greater detail while trying to increase my knowledge and look for the best methods. I would not go for the safest methods as already having done it allows me to gain a better understanding of how I should manage my time.

# Character

## Scripting & Mesh

I managed to create a game with a new character created from scratch using both VRoid Engine and Unreal Engine. I created my assets using VRoid, which created a character and allows you to customize it to look like someone you envisioned. I then used Unreal Engine to create the characters' movement and action scripts.

I thought it would have been an extremely difficult goal until I found VRoid Engine. Once I found it, I felt relieved as it suited my project and was efficient. Unreal Engine was the opposite of Vroid as it looked easy, but slowly became increasingly difficult.

I did a respectable job with my scripting. Not only movement and basic action functions, but I managed to add in an attack function. While I used a character created from a readymade template, which does not allow me to learn display more abilities, which I am capable of learning.

I believe I could improve the attacking system and add an attack item. I could have added items of healing and weapons.

If it arose again, I would add a sword into the game created by myself through blender. I would then add it to Unreal Engine and then script it into a more refined version of the attacking script.

# Scripting & Animations

Once I finished scripting the characters functions, I started importing free animations from Maximo (In order to do this, I had to export the skeleton mesh, so the animations adjust to it). I then rearranged the skeleton through the retarget manager. Once created an animation blueprint and scripted the animations into the character. I used 1D Blend Space to join the animations together and set speeds on them, so they change animations depending on the speed.

I was feeling really worried about this part as I expected it to take much longer than it had. I started by researching the process through videos and realized it was much simpler than I had expected. The only difficulty I had in the practical process was adding the attack script separately, which only took 2 days to get my head around. It was more difficult than the other scripting as it was done in an unusual way.

It was quite a smooth process until the attacking animation. I did find that the attacking animation was badly dealt with, but other than that it was surprisingly simple.

I could have added in more animations just in case my character walks sideways or backwards. I could have worked on adding a variety of jump/ other action scripts for more situations.

If I had another chance to recreate it, I would look for better animations and add variety to it. I would look for the best animations for overall situations then slowly get meticulous while picking a variety of animations to work around it.

# Equality & Diversity

# Parental Guidance

I created a sample merging realism and fantasy for it to be realistic, but also still a game. My goal was to create something that would not psychologically affect a child. My goal was to make them be able to fight as if they were there, but at the same time create distance between character and player, so it would not be something you would try.

I my sample game in this way to attract players while allowing parents to feel as if it will not influence their child. I wanted to make a game suitable for children. I wanted to use the fantasy to attract a Childs fantasy and allow them to go wild. I thought of this due to DeerShed an event where this sample may be displayed.

# Communities

I created a sample in which you must fight fantasy monsters to survive. To produce this, I not only thought about games, but I believed without knowing I was trying to create an anime style game. Anime is extremely popular and currently games/fantasy world anime are trending for example, The rising of the shield hero and That time I got reincarnated as a slime.

I would add more in the future such as the ability to build and a community area where you can create your own servers with your own monsters, mods etc. I would like to build this game out by allowing it to be an area for people to express their ideas. I would continuously update the game and add features like a point a skill system, a large variety of classes and more NPCs/Enemies such as elves, bandits, and goblins. I do believe slimes are a good start.

# Disabilities/Injured

I would like to create ways for people with disabilities to play such as VR for the blind and people lacking hands. An audio visualizer showing where noise is coming from for the blind. If I am the game becomes big enough and I could have an audio version of the game such as Skyrim Special addition for amazon echo.

# Conclusion

I created a sample piece, which requires you to fight monsters and pick up items. This also involves animations for attack, movement, and actions. Your movement can change depending on your speed whether it is running, crouching, or walking. Your actions such as jumping, and interacting are connected to a function. Jumping has an animation connected to it to seem more realistic. While attacking has two different interactions. One is where you are getting damaged by the enemy and the other is you damage your enemy during an animation. The research was secondary while also being in a variety of ways with a variety of subjects. I researched videos, games, and opinions. I evaluated my work through each process and then created a final piece.

I thought it would be much simpler than it was. I thought I could make an entire game without a problem. I realized that I was being extremely unrealistic. I was worried once I realized that as I did not believe I would manage it in time. I then thought It was best to create a sample, which still worried me as I met a lot of setbacks. Throughout the process I was always in-between being worried that I may not finish it and believing that I may be able to as with each process I would meet problems. I was also not expected to do it in time by others, which increased my worries, but made me prioritize being efficient.

My perseverance was good as I was able to carry out something above my level. I was also prioritizing being efficient than exploring and taking my time. I did meet lots of problems along the way thou mainly as I expected it to be easier than it was and the fact that my first idea had to be drastically reduced as it was extremely unrealistic. I was not good at managing the time, but through each process it got better. I was good at solving problems. I would always try to increase the quality of new and old work and I was always descriptive. I would say the problems I had were out of my control, for example, within the final 2 weeks of my project my Wi-Fi was mistakenly cancelled at home not allowing me to screen shoot my work and add color to my slime enemy (I did all my work at home because college computers were not able to use the software).

I could have managed my time better. I believe I could have researched beforehand and realized earlier that I could do work within my own time. I could have worked on making rough drafts and a variety of scripts/characters. I should have talked through it with others beforehand as my project was extremely unrealistic at the start.

I would try and add variety, detail and minimize the amount I wrote. I believe I wrote a lot, but not all was always needed. I also believe I should work on adding a variety onto my work when it comes to practicality as I mainly just published the final pieces. I would also try and work on more advanced script and aways try and improve the quality and speed of my work.