**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 during this game design project is adobe illustrator to design concept art. Another thing that went well is the new techniques on adobe photoshop is to make image into 3d and then create it into GIF.**

1. **Why was this?**

**In adobe illustrator make items look like reality and learn how to create items using pen and then, use the gradient to make look real shine to item. Also, learn how to do a gradient on adobe photoshop. It is cool that can do 2d images into 3d images in adobe photoshop. With GIF I learn how amine creates a lot of layers to make the sequence to create the GIF.**

1. **What did not go as well as originally planned?**

**The thing that did not go as originally planned is that the save date of the game on unreal engine 4 has gone because I look at every save that I have done but it is not there. Also, I did have the unreal engine 4 crash every time that I try to play on the PC/Mac.**

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

**It affects some of my group work, but I was lucky someone else in the group create a map to speed up the time so as not to fall behind in this project. I have checked online, and it says it is software that can course the crash in PC/Mac.**

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

**The idea of the game is a rouge RPG that the character must find out their identity by going through caves that has a variety of levels. There will 1 male and one female to be fair to both genders. Furthermore, the main idea is that** **the character to have a standard weapon at the beginning and then must traverse the level collect currency by killing enemies to upgrade the weapon. However, it is up to the player to choose an upgraded weapon to make it easy to complete or to play the game with the base item that is hard to complete. The player also must gather the memorise. In the end, it will have to engage the boss which will be hard. There is also a currency that you need to upgrade and the way you find currency is to kill the boss if they choose to upgrade.**

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

**I went do differently if I were to do this project again is fun mechanics to add into the tutorial to make it easy that people can understand new mechanics or items they must pick up. Furthermore, have more UI settings to change the key bind or controller buttons.**

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

**Teamwork skills that I have developed throughout this because I work in groups to design the game and do some concept art. The new methods I learn to make concept art that is 2d into 3d. Another method that I have learned is to gradients to make it look real.**

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

* **Improvement more on the problem solve skill, might achieve in future to get movie/TV show/Game development.**
* **To achieve distinction in this course.**
* **Hope to get into university, to help me into industry job.**
* **Achieve more of new techniques.**