Evaluation

I approached the brief of my FMP carefully and as effectively as I could and made sure to look over and understand what it was asking me to do. When I was looking at the brief, I went through different ideas I could do for my FMP and came up with the idea to make a game that was going to be a 2D platformer that was going to be in a mansion and have two different characters. When I did the research to make the game, I took the information I already had and then found more when I did research of what to do and how to do it, I used different types of research methods one was primary research and secondary research where I used information from the internet and from different people to get what they think I could or use to make the game. When doing my research, I was able to interpret it into the theme of the FMP as it was incognito and the game was a mystery game as you have to go around in an old abandoned mansion as I used my research. When I told my peers and tutors what it was going to be they all said that it was a good idea and give me ideas on what I could use or what I could to do. I was also given advice from people who are in a different level to me and have made a game before they told different applications to use and that would help me with making it and I took their advice and had a look at the applications and saw how useful they can be and saw what I was cable of doing with them and used them to make my characters for the game and the background for the game and gave me some ideas of how to lay out the levels of the game.

To prepare my idea I started to look for backgrounds and looked at applications that could help with making characters that would be used in the game and looking at a game development website to make it. The planning I did helped with making the game as it all the research had all the information on how make the game and how I had all the equipment like the characters and the website to make the game. The skills I have learned is how to think of how to make a game or video or leaflet that has to follow a theme and how to ask others for their opinions on ideas for a game and ask them how to improve what is like. I also learned how to make a pitch and be able to use that to share my ideas and how I will make that happen. I have also learned how to use other ideas form listening at what other people have done and use it to make different ideas for projects. If I was to remake this project, I would change my planning by using a different source of research and make new and maybe better characters and use a different website to make the game and use a different application to make the characters. I would also ask new people on what I could do to make a better game and ask for ideas on what the characters could do if I was able to do it.

The creative methods I applied where my research skills and my game development skills. The practical challenges I overcame were not having enough time to add what I wanted so I had to improvise and use what I had. I also overcame theoretical challenges what were having to find a reliable source of information to use for my FMP.