**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?**

**That we were able to make 3d idea for our games and started doing level and character design.**

1. **Why was this?**

**It went well because of the skills we learned and were able to put in it**

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

**The concept art didn’t go well as it wasn’t done in time so we don’t have every character done.**

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

**Because it wasn’t fully completed the effect this had was that most of the character design wasn’t done.**

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

**The idea is you go around fighting different creatures and bosses while gaining loot and levels to grow more powerful and stronger. You have to find certain items to finish the game.**

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

**Have the concept art be better and completed quicker so we have everything we need.**

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

**Skills with using unreal and learning how to make meshes and character design and turning level designs into actual worlds.**

**How to make a game mesh and how to make level designs and character designs and how to use unreal**

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

* **More skills in using unreal**
* **skills for coding in game**