Game Design EVALUATION

This document will help you write up and develop your game design evaluation.

# WHAT WENT WELL DURING THE PROJECT?

I learnt how to use some things in unreal engine in which I can then use to create vrchat worlds I learned how to construct a building from scratch in unreal which can help me to create assets from scratch in the future

# WHY WAS THIS?

Because unreal reminded me of when I used to use unity so I remembered some of the buttons this meant that I wasn’t slipped up in trying to learn a new software.

# WHAT DIDN’T GO AS WELL AS ORIGINALLY PLANNED?

I could have learnt more in unreal such as how to make a skybox or how to make certain shaders because im trying to make a vrchat world

# WHY WAS THIS?

I struggled to keep up with work set so this meant I missed important lessons that could have helped me develop those elements

# WHAT SKILLS HAVE YOU DEVELOPED THROUGHOUT THE PROJECT?

I learnt how to build a house and add collisions to certain items

# WHAT WOULD YOU LIKE TO EXPLORE FURTHER?

I would like to learn how to build more advanced worlds so I can learn how to make stuff for VR

# WHAT WOULD YOU DO DIFFERENTLY IF YOU WERE TO DO THE PROJECT AGAIN?

Attempt skyboxes or custom shaders and work with tutors to improve my levels of concentration in class