**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?**

Concept art, level design and character design went well.

1. **Why was this?**

When doing the concept art, the program I used was procreate and I used other games such as Stardew valley and Undertale as inspiration for the pixel art while the digital art was mostly of my creation with some inspiration from mythical creatures.

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

The Music creation didn’t go as well as I had hoped for it but we managed to create a few songs once we had a keyboard connected to the computer.

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

Due to lack of resources it took longer than needed to create the music we wanted for our game.

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

**I wanted to create an open world RPG game where the player is able to explore while still following a questline. I used inspiration from games such as Undertale and Stardew valley in order to come up with an art style for the characters. We mostly used mythical creatures for inspiration on the characters and medieval type clothes and buildings for the theme.**

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

**We would try a different style of music.**

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

**I have developed animation and platform creation abilities.**

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

**First, I would come up with a character and level design and figure out what style the game would be in.**

**Then I would start on concept art and music for the game. Once that is done, I would move on to platform creation and make a few different layouts for the game level.**

**After that I would put everything together to see how well it would work and make adjustment when and where they are needed.**