Game design project analysis

During this games design project I feel like the main things that went well were concept designing and learning practical skills such as using illustrate and learning the basics of adobe animate, I feel I began to learn these software pretty quickly and can now use them relatively effectively these skills will help me with future projects .Concept design was also one of the parts of the project I enjoyed most as it allowed for a lot of creative freedom and this instantly made it more appealing to me as it meant it was purely my own work.

Contrastingly somethings didn’t go to plan one example of this is losing my work twice due to a faulty computer and lack of backing it up which I now have solved by backing up to one drive almost instantly when I finish my work or at the ned of the lesson this limited my time when it came to learning how to animate as I only had one lesson left when it came down to learning this skills

The main idea I was trying to communicate was how invasive humans are into the animal kingdom s the animation shows a pleasant and unchanging environment for the animals to love in but the concept of the game is when a man goes hunting in the African savannah and then gets lost causing them to become the hunted

If I were to do this again I would spend more time making sure my work was backed up so I could access it every lesson and from home this would’ve increased my productivity massively and would have allowed me to create a more in depth animation for the game

During this project I learnt about coding in unreal to a degree, using illustrate for image tracing mainly and am pretty competent with this software as of now as well as this I began to learn how to use animate and the use of symbols in animation which allows an asset to be transferrable between projects

I would like to learn how to animate in more complex detail

I would also like to use illustrate more which is probably my favourite software to use because of the freedom it grants

I would also like to learn how to use photoshop in lots more detail as this skill is a fundamental for many other projects I will be doing in the future