**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?**

**The concept of the game design and the detail in the game analysis/treatment**

1. **Why was this?**

**Because of the work I did I practiced and got better**

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

**The designing on unreal**

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

**I didn’t layer anything so it got messy and confusing which slowed the project down**

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

**A 2d pixelized game set in a mystery/ dungeon type world**

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

**Id layer and save everything so then it is less confusing to deal with**

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

**I have learned the fundamentals concept art and game analysis and came up with a game. If you read my game analysis you will know what game I want and how I would want it.**

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

* **I would start designing the characters using unreal and illustrator**
* **Then I would start the landscapes and structures in the game using unreal**
* **After I would start animating the objects and characters giving them specific routes and actions then I would design the HUD**