

INTRODUCTION

Throughout this entire semester regarding my Culmination class, there were many instances of stress, enjoyment, and inspiration. Many things either helped us within our progress of the development of our project, but some problems set us back a few steps, unfortunately. Considering within group projects there will always be instances where the group will have to cut certain features, maps, and other content. Unfortunately, there were moments when we weren't able to implement everything we wanted considering we were short on time.

IDEATION

However, things that went well went pretty well. The ideation process went very well, we had so many ideas for this project assuming we were able to stay on schedule and constantly update the project. We wanted to add things like aerial combat, multiple different areas like Ancient Ruins, Forests, an Ocean Coast, and a Desert, we also wanted to add 4 castles instead of just 1. We also had a pretty good workflow going for us and what each of us was in charge of in regards to either Level Design, 3D Models, Audio, and Game Mechanics.

PROBLEMS

Although in terms of the problems we ran into, it was in regards to not only scaling down the project but also sending the updated project to each other since Github wasn't being very cooperative with us. We also ran into issues regarding the cohesion of the game in terms of what the player can do and what they have to do within the game's world to win. So we called a meeting with our Advisor Sam, and he noticed that other than the keybindings that tell the player the controls the player doesn't necessarily know WHAT exactly they should be doing.

SOLUTIONS

The way we got together to fix the said problem was our instance of problem-solving. So when it came to scaling down the game, we essentially had to scale it down twice from the previous iteration where we had a fully functional Crafting System, Shop, Character page, Save System, and Interaction System which would allow the implementation of puzzles and a note system for extra story details. So we decided to cut those implementations unfortunately since we needed to focus on core mechanics and cohesion. As sad as it was we had no choice but to cut those features

WHAT WE COULD'VE DONE BETTER

What we could've done better, was planning out what to work on specifically on each day we were available, and more importantly, having better communication. Since we would normally just talk a bit later instead of when there was an issue present, another issue was dreaming too big in terms of the time we were given, and although being ambitious isn't a bad thing it's always best to be realistic before being ambitious regarding short term projects.

CONCLUSION

In Conclusion, this was a valuable experience if I want to pursue game development in the future, not only in terms of things that can cause setbacks within the production of a game but how to solve setbacks by either cutting it entirely or figuring out a workaround to be able to add it while still saving time. So overall this was a very helpful dose of the future of what to expect when I start working in Game development and eventually owning my game development studio.