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Professor Terao

Project Reflection – 9/20

Throughout this semester I worked within a team consisting of two other members to create our game called 9/20. 9/20 was a game that was worked on during the Fall 2019 semester with a different group member that ultimately left the team due to differentiating opinions. The new team and I worked on 9/20 by beginning with the internal look of the game. Since the assets that were used were from the previous member, they all had to be removed and replaced with new assets that were sourced from opengameart.org. Level design and background music and sound effects were my main focuses as we had to split the responsibilities of the project amongst the three of us.

Searching for the new tile mapping asset that would replace the previous one was slightly difficult as I wanted to keep the same desert look that we had worked to keep last semester, but I also wanted it to match a bit to how the other assets would look as well. After finding the mapping layout, I had to search for a crate asset that would be used to differentiate between a player receiving ammo or health and having the color at least be complementary to the new flooring/background. Once all new assets were found I implemented them into our project and removed the previous ones so that it would be a whole new look from the work the previous member did. I had an issue with the power-ups in the previous semester where a player would not be able to see them as they walked through the map, but they were able to run into them and a display of text would appear saying "Press P to pick up". This issue had to be fixed in this iteration of 9/20 as the pop-up text was removed from the user interface and the crates would always have to visible for the player as they walked around. After careful tweaking, the issue was resolved, and the crates were visible. I added in the new barbed wire obstacle that the player would have to avoid throughout their time playing by replacing the old one and did the same with the perimeter of the play area fencing that was placed on the sides of the map.

Searching for some background music and sound effects would be the next thing on the list to be done as playing through the game without it felt very bland and of course very silent. To find the sound that was used was a bit irritating as many of the sounds online would not be what you asked for and when they were, they sounded very far off than what you would normally expect. Some uploaders would make sounds using different household items, some sounded decent, but others were way off from what I needed. After going through so many different gun sound effects for our game, I was able to find some that sounded realistic enough and that I felt would fit within our game's look and feel. I went ahead and added those sound effects to our Unity project and went to locate some background music that would be played/heard during the gameplay.

Trying to locate background music is more difficult than locating sound effects. Sound effects normally last about a second or two, but finding background music that would last long enough

for a gameplay video or the player when they play was more tiresome because I would have to listen to about a minute or two of the music before deciding if it was something I wanted in the game. It didn't matter to me that if a song was going to have a long start-up since I was able to download the song and would be able to edit it down so that it could start after a minute or more startup sound or so that it could loop much more easily. I was able to find 3 different kinds of music that would be used for the game and implemented two of them where I felt they fit best. Creating the code for the obstacles and pick-ups was not too difficult, getting them to respond to the player touching them was something that I have learned while attending City Tech. Focusing on the sound and the tile mapping was the most difficult for me as it was things I never really focused on before. Making a tilemap was a little difficult to understand as there were times that it would disappear after I would close and reopen the project, as well as if I moved the initial images to any other area within the project. Once I was able to complete a tilemap to my liking, I didn't want to even touch that area of the files again due to the fear of erasing or losing the progress I had made. Working with the sound code was a much easier process. The hardest part of it was trying to locate the positions within different scripts to find where I would be adding the activation queue of whichever sound I needed during a specific moment. I ended up adding sound effects for the weapons, picking up crates, purchasing items from the shop, being attacked by enemies or, when running into obstacles.

When all the code was created and tested it sounded just like I wanted and worked out nicely. There was a small issue where the knife sound would repeat if a player pressed the button for it multiple times in one second. The experience I had making this game from a simple idea that came about from a Facebook event was enlightening and was a great learning experience for me. I had initially worked on things I commonly know how to do when using Unity such as creating scripts for player movement and enemy A.I as well as working with different basic UI elements. Taking that and trying to work with new Unity elements that I had no experience working in before was like learning the program and its parts all over again. I had to spend time going through tutorials and documentation to understand what it was I wanted and what I could do with what was available to me. In all, this was an exciting experience and I feel like it has helped me learn more about being a game designer for my future.