Christian Brezovsky
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<u>Self Reflection</u>

   Working on Galactic turmoil was a major eye opener and learning experience for making games as well as being a part of development projects. My team for this project consisted of myself and fellow level designer Hassan. The initial process we had in discussing what we would want to work on for this culmination project was to continue work on a phobia based game we had made in a previous semester. Hassan and I found it rather easy to come to agreement on many things whether it meant changes to the game, things we wanted to implement, music etc. We each happily listened to what the other had to say and came to fast agreement at times, even improving upon each other's ideas and implementing them if we could. After some discussions between Hassan and I we decided to do a whole new project instead for our culmination project. Initially we decided to do a 3D adventure game where the earth is invaded by aliens. After some debate we ended up changing this to a 2D side scrolling adventure game. Since there were only two of us Hassan and I took on multiple roles in the project, I was level design, music, programing and story. Hass was in charge of level design, programming, story and project management. We have worked in both Unity and Unreal which are both very valid options but we came to the agreement to use unity since that is the program we are both most comfortable with. From my knowledge as well unity is the better program for making any kind of 2D game, any project I've ever seen out of Unreal is a 3D project. Due to all the roles i had to take on i had a bit of responsibility, Hassan and i collaborated on many things but to discuss what i did specifically in regard to level design i created the hub system we will use for the game. When the player completes the first level they will be greeted with a hub world. This is how the player will access the level in whichever order they want. I was inspired by this from the old Megaman games where you would be met with a screen where you had free selection of what boss and world you would face off against. Being in charge of music came to be one of my first challenges I encountered. I had a difficult time finding a song which fit the level and the story we were trying to tell for the initial escape from the ship level. The other issue arose where I did not really know how to make original music, I only knew how to implement music into unity as a bgm. I scoured youtube for some royalty free music to see which would fit best, after some time of sampling sounds i finally found one i could be

happy with. After that it was simple to put into the project. Programming is where I faced my biggest issues due to myself not being the best programer. It was definitely my weak point in terms of game design. My biggest issue was a lot of tutorials for certain codes I needed were outdated on youtube so it did make it difficult to complete. After a long time of pulling my hair out and stressing over this i was able to properly make the code i needed for specifically which gave me the biggest of issues being the death wall. Level Design and Story didn't really give me any challenge since I was able to come to an easy agreement with my partner on those things. I will say my biggest challenge and growing point out of this entire experience was my dilemma with time itself. Being able to manage time properly caused us to change many things as well as it being the reason we transferred to 2D feeling it would be faster. Many very personal things came up in my personal life which caused me to not have my full focus on the project for some time sadly. Other things also came up which included classes as well as an internship I had started as well too. This whole experience really opened my eyes to how valuable time management can be. Another challenge I personally faced was I never made a 2D game before so I was definitely outside my normal element of 3D. This really helped me to improve my quick thinking to find work around issues as well as staying on my feet. This project as a whole, the good and the bad really did help me grow as a Game Designer from being able to work on the fly, having to make changes or managing my time. This whole experience I will definitely look back on going forward to help improve myself as well as not to make the same mistakes I made this time around.