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Culmination Reflection

My culmination project called Project Myth was a test to see if my team and I could emulate a real world indie game studio to create an Medieval open world dark fantasy game in an anime cell shaded style. I Chris Medina taking on the role of Story/Narrative writer and Lead Game designer of the project I took on a lot more than I expected there were troubles that occurred due to a lot of known previous factors that weren't addressed. Since this was our final project and we didn't like version control so we took on a technical advisor who could help guide us but this was much more than he did and helped us a lot. Looking back on this I wouldn't have changed anything.

Doing this project I honestly never expected to take the leadership role of being the game designer but seeing how we were all working independently and our ideas were not mixing well together I realized that one of us had to step up to the plate and being lead on another project led me to take lead on this project. I was never taught by my major because there was never any real formal game design class so I was struggling on what I should do, how I should handle things and what to prioritize. But after talking with different professors like Chris Chung he was able to guide me in a manner that was too obvious of what to do next but of what was necessary. It was a really hard choice but we had to scale down the game. I had so many ideas flowing about to make this game story and narrative combine with the open world aspect of searching for, then I also planned a lot of dialogue sequences for the player to understand more about themselves while playing this game. But unfortunately with time against us most of the things I had written were cut out. Some of the npcs we wanted to add were cut also because this isn't the project for it. Being a leader meant that I had to cut a lot of my things as well as everyone else's. Early on I realized that we had a major communication problem so we couldn't continue. We needed to stop ourselves and fix all these problems. I forced us to communicate after our first technical meeting where Professor Sam Levine was brutally honest, which looking back was what we needed, told us hey we didn't have a game at all, we had an open field and someone who could walk around. This was where we all had to scale back everything we were gonna plan to do. Set a correct plan of action and get to our ultimate goal of a game. Fixing everything even taking away a lot of this gameplay and mechanics. So much of what we wanted to do was gone but was also there with what we could do. Forcing something actually good came from us getting together in person and working on the game classic style before the time of version control. This made us proud and everyone watching our story of making this game, the struggle, progress, and the end goal was honestly the best time of my life.

Honestly looking back at this whole project there was a lot I wish we addressed early but this would've caused us not to learn as much as we needed to. We wouldn't have learned much about ourselves because this project taught us what we really work like, how we really communicate, and how well we work with others. After this project I

decided to look back upon myself, if I really wanna pursue this career of a game designer. I was taught all the resources I needed to search to teach myself about making a game, it also taught me that I work the best while I'm under pressure because I never worked the hardest I ever have until that time came winding down. I was told how scaling down a project happens to every game, most games we play are scaled down from an original idea. This game was also something that we needed as a stepping stone to much bigger and better designed projects. Other professors told us how this game is something to be proud of even though this isn't our original idea. Honestly I would want to work with my group again on any project. My only thing is I wish we had more time, even tho it is not possible and we even started early in the summer, our project only came to 10% of the original design I wish we had 1 more semester to work on it because then we would' made something really great, but at last this wasn't possible and I wouldn't have changed anything because what we did produce was something great and what we learned was honestly the greatest thing we could have learned from working on a actual game to put in our portfolio.