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Culmination Conclusion

This semester has, in all honesty been the hardest to complete in my entire City Tech career, which is why I'm now overjoyed to be able to write a conclusion for it. I've learned much more than I anticipated I would've this semester working on my culmination project not only working on the project itself, but learning how to adapt to school life without being in school itself. This semester I hit a new wall that I haven't really experienced as much before; motivation. For much of the time in the spring I lost my motivation to continue working outside of school. Not being able to really go outside/to school and being isolated really took a toll on me, and it took a while to get over it before I decided to scrap the project I was working on before(Hyper Dimension Dungeon or HDD) and begin anew.

Before signing up I had hoped to continue working on HDD or joining another student's project and work together with them to bring their ideas to life. Unfortunately there wasn't much of a choice for me and I forged on with HDD as a solo project. Working alone was especially hard for me since in terms of game design I'm more focused around the artistic end. So I spent a lot of time learning new things in the Unity engine in my attempt to be independent. I learned about sprite animations, creating functional menus, how to properly create colliders, etc. I spent much of my time troubleshooting many of those aspects which took away from my time to create more levels/ work on the art.

The main game I took my inspiration from is a game called Wizard of Legend. When I played the game I was not only stunned by the fluid and creative fast paced gameplay, but I was really taken aback by their beautiful level design. It showed me that pixel based games are still very much alive and still have room to grow. The next set of games would probably have to be the earlier pokemon games. The caves in those top down games always felt like an endless maze without being all too big. The limited vision would make me want to check every nook and cranny to check and see if there was anything I missed while being annoyed by the onslaught of Zubats in them. I had hoped to imitate that feeling of being lost in the dungeon of Nox and wanting to search for the exit without missing out on what other paths had to offer.

Since I began the Hyper Dimension Dungeon game in a class before my first thought was to just continue working on that. The issue was the game was actually broken and it felt like I was trying to beat a dead horse to get moving again. The colliders on the walls didn't work for some reason, the character animations also didn't work, and nothing in the Unity engine wanted to cooperate. So I took my fate in my own hands and decided to redo everything from scratch myself. It was a risky decision but I

feel like it was the correct one since my progress started speeding up much faster starting from a clean slate.

As for things I would've done differently, there's definitely a lot on that list. For starters I would have tried to explore my options on what I could do for a project rather than fall in line and attempt a similar project to those of my peers. Since I truly enjoy working on concepting and level design I would've liked to create a sort of pseudo game experience that would be focused on showcasing my passion and skill for making differing and unique levels in 2D unity. This would tie into changing the scope of my project. Working on creating an entire game solo is a much taller task than what it appears to be at face value, I learned this the hard way when creating Nox from HDD. I would've also liked to manage time better when working. Since I'm hardly ever satisfied with my work I tend to keep a tunneled vision on what I want the finished project to look like regardless of my situation or external ideas that come my way.

All things considered I still am happy with the amount of work I was able to get done, as well as the effort I put into creating this experience. As long as I'm continuing to learn and grow as a person it's hard to see where this project ended as a negative thing, so I'm proud of how everything turned out.