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Kite Away Project Reflection

The intention of Kite Away was to create a tool that I and others could use to practice and improve their skills regarding mouse accuracy for gaming. I wanted this to be used as a tool that others could use to practice their mouse accuracy. From the start I had known that I wanted the primary focus to be on a mechanic called kiting, and that using this tool should be focused on improving a user's kiting ability. With that I set out to create a game which primarily focused on having that mechanic as its main game mechanic.

During the early stages of development, I had difficulty when I was attempting to brainstorm an idea for a story driven game based on both the game I loved playing, and a mechanic from gaming that I enjoy the most. The primary difficulty came from the brainstorming any ideas for a story for a game that utilizes that mechanic. However, since I was not very interested or very motivated to create a story, I decided to that I would instead focus on the mechanic. With that new objective in mind, I pivoted my culmination project to create a tool that I and others could use to practice their skills. With that pivot the project Kite Away was finally flourished.

Over the course of a week, I thought about which character I can make that would push me the most and challenge me the most to create. The next part I had to decide was what I wanted to create a 2d or 3d game. However, while I was primarily focused on improving my programming skills I still wanted to practice and improve my game development skills. So, I wanted more of a challenge than I felt I could get from a 2D game. So instead of going with a 2D game I decided that a 2.5D or a 3D game. By electing to not go with a 2D game I found myself spending more time reading documentation, more than I ever had to build 2D games, to get a better understanding of how a feature or component of unity worked.

To make this tool as close to the original game I researched the game engine that the game is inspired from to recreate their damage systems and their health and resource mechanics. In the process of recreating the game I developed a whole new understanding of game development. While many people complain about the game's balance state, I realized that by just recreating a few certain key aspects of the game that it would be a massive upkeep for a larger scale game to change different parts of any big game. I have read a lot of complaints and calls for big changes to the game. With the understanding about how the game engine partially works I feel as a consumer of different games and media in general I also developed a deeper appreciation for how they run.

As for the future of the project I have a few ideas for interesting additions and game modes I can add to Kite Away to improve the tool and add more challenges. For one I am thinking about creating a game mode based on the kiting mechanic but with a rule set of keeping an enemy at a max distance from yourself to win. Another game mode I am thinking about

adding is a multiplayer version with two players using skill shot abilities and both players can only use these abilities to hit each other. With this challenge of facing off against another live player, and not a script or an ai you can learn predict, a player can improve not only their skill shot accuracy, their mouse accuracy but also their ability to predict other players movements. Another simple update could also be to include a shop to further improve the practice experience because by making the option to improve the character I could also make the enemies hard to defeat. Therefore, making the user stay and use the tool more frequently.

The primary challenge I faced when I was building this tool was figuring out how I can do a teleportation system that did not just work by teleporting a character from its current location to the mouse location, which I believe would have been an easy task, but teleporting a character from its current location closer to the mouse with a ruleset that the character had a certain range. Another challenge I faced was the visual aspect of the project. Things like game models and game design are not my primary focus so I was not interested too much in making an overly visual game tool. I focused mainly on the game development from the backend. In my opinion as a tool just some visual representation of enemies, the character, the missiles and things like that would be fine as just objects such as a square, sphere, or any shape.

While working on my culmination project Kite Away I felt that I had many ups and downs during many of the processes, from planning, developing to testing. I felt that throughout the process of working on Kite Away I had developed a deeper understanding about my work habits, my thought processes and my workflow. I walk away from this project knowing that the areas I can improve in are planning and scheduling, breaking down tasks into smaller more manageable tasks and building more tests to further my skills as a developer.