

Hassan Fares  
Culmination  
12/6/21

Working on my Culmination project *Galactic Turmoil* definitely had its ups and downs, its simplicities and difficulties. Working on my culmination project definitely gave me so much insight on what its really like working and developing a game especially with only myself and one other person. It definitely introduced a whole lot of aspects and challenges. During the early stages of development, my partner and I had flushed out the story, environment, and character. My partner and I had ideas to try and make this game in an isometric perspective but due to our lack of knowledge on how to make an isometric level and how to have a moveable character there. After looking at multiple tutorials on how to do it we just weren't able to figure it out which was one of the challenges we faced. So we decided to go with the 2D side scroller. My partner and I were able to come to a decision that this route would be for the better. I was mainly responsible for building the level, creating a blueprint of the level in Adobe Illustrator and finding good assets that we can use and did a bit of the programming while my partner's job was programming and audio. Our game was made in Unity because we thought that it was the best option for a 2D side scroller and we were correct to make that choice even though we have more knowledge of 3D and more experience with Unreal Engine 4. Working in 2D tilemap ping was a definite challenge for us because it was something we had never done before since we are mostly used to making 3D environments. In order to build the level, I needed to use tile mapping and properly placing the tiles and this was difficult to learn because I ran into some troubles like the tiles not painting into the scene and that took me a while to figure out. During the blueprinting, I had to lay out the look and feel of the level and to help with this process, I researched templates and reference levels of an interior spaceship and I was able to find a really good one. From there I modified it to my own look but still used the template as a reference which is always something good to do especially when it comes to level designing because it helps us gain inspiration from the reference for our own content when it comes to level designing. Once I had my blueprint finished, I was able to start building an early prototype of the level by just placing some of the pieces into the scene until it came together the way that felt right. One of my other biggest challenges was taking 4 other classes along with culmination which really limited my time because these were classes where I had to create my own animations, work on a game for my tech production class and other assignments. I was and still am working an internship and I had to complete a certain amount of tutorials using the Unreal Engine which also took up most of my time during the semester as I had to start with the basics from texturing all the way to learning advanced tools like the spline tool and level streaming in Unreal Engine. Overall, making a game is definitely no easy or simple task. It requires a lot of dedicated time, a ton of diligence and

focusing and being organized especially with a team of two. Working on this has taught me how to better communicate with teammates, how to organize my time better, making sure that I'm still being creative and putting myself in the players shoes on what they would want and how. It's also about still having fun and pouring your heart into it because game design isn't just about work and organizing; it's also about just having fun and doing your best with creating an awesome game.