John Colonna
Final Reflection on 9/20 (Area 51 Raid game)
May 2020

  This project was one of the best experiences I had during my time at City Tech. I learned so much from working on the project, and I worked with two really great people. Given the state of the world at the time when I had to complete this project, I think it turned out really well. Because of Covid-19, we had to work completely remotely on this project, and while that caused some complications, the project was still a huge success. I want to use this reflection to talk about the different goals and difficulties I faced while creating this project, while also describing my journey.

  Sabrina and Anthony approached me in Fall of 2019 and asked me to work with them on Culmination. I was originally planning on working alone, and I feel as if I would've had such a different experience. When the Spring 2020 semester started up, they sent me the current project they had, and I got to work right away. They had started the project in another class, but at the time it was just a barebones prototype, and I needed to study the work they did in order to progress the project forward.

  At this point I had already worked on quite a few Unity projects, so I knew the interface fairly well. My process took about 3 weeks to fully learn the project, but I think it was really helpful for me to take the time to learn it. I went through each of the Scripts (the coding for Unity is done through "Scripts"), and looked through all of the assets. I tried to piece together what they had done, and rebuilt the game from the ground up using the pieces they already had. Once I learned the project, we got to work on our individual goals for the project.

  I wanted to take on something new for this project, something that I hadn't worked on before, while also refining my other game design skills. I took on the UI for the game, which is the User Interface. This is what the player sees on the screen, and is vital to making a game enjoyable.Throughout the time working on the project, I added ammo for the player, a currency system, a wave system, an enemy counter, and an inventory. The functionality of each of these came over time, as each of these interacted with various parts of the project.

  I got all of the elements to appear on the screen, but it was also a lot of work getting them to function. I built a shop system that the player could use the currency to buy health and ammo from, as well as additional weapons. This was one of our main goals for the project, so I was happy to achieve it. I spent a lot of time working on the shop, as it is a universal thing for video games. Learning how to implement the shop in our game is something I will use in any project moving forward.

  Another thing I spent a lot of time doing was bug fixes. These bugs, or, glitches, within the game, had to be worked out and it took the three of us working collectively on them. We ran into many issues with the enemy spawners, the weapons and their functionalities, and some versioning control issues. Some of these issues could have been avoided had we been able to

meet up in person, but given the cards we were dealt we were able to overcome all of the bugs we had.

I was lucky to have amazing people to work with on this project. We were constantly bouncing ideas off of one another, and we also worked with a fantastic technical advisor. We had about 5 meetings with Hosni, and before every meeting he would play the game, and give us notes on what we should fix next before continuing progress. He helped show us the right pipeline for working on a long term project, and I was grateful for that.

This whole experience of coming up with a project and completing it in just four months sounded crazy to me when I first arrived at City Tech. I thought it was such a short time period, and that I would never be able to complete it. We completed it two weeks ahead of schedule, and spent those last two weeks fine tuning and polishing what we had. I love how the project turned out, and it was really nice to have something to keep my mind off of what was going on around me in the world. I plan to work with Sabrina and Anthony to further this project after we graduate. We had so many plans and while a lot of them were super ambitious, we want to implement as much as we can with no time limit. Overall this was a great experience, and I was able to take in many skills that I can apply to my career later. I learned about working on a team, about working remotely, about knowing what to cut when under a strict time-frame, and I also learned many skills within coding and game design in general.