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Reflection
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Reflection

My inspiration kinda came out the way I was expecting at the end of the semester. Most are games that can make players explore the environment and go into different places with whole layers and lighting. Each section would not only look different but send players to their different emotions along with the message. It's quite hard when I'm not doing an RPG but a fighting game. Most fighting may have an insane background like the game Dragon ball Fighterz, Mortal Kombat, or Skullgirls, but players intend to focus on their characters when fighting their opponents and mostly get insane feelings when fighting them. This should be easy, but it's not. Our result did not go what we expected at the end of this semester. Not many plans were on our prototype. Some moments interrupted our schedules, making our situations shorter. Instead of 4 levels, we make 1 level. Some go for character. However, these issues were unable to affect our spirits of gaming. Our curiosity made us push forward to the end. We hope we pull this off by making a fighting game and gaining more knowledge. And we did. Our team reached our goal, making a fighting game unlike any fighting game out there. A fighting game that will make the players have fun and be amazed by our design. Difficult it was, but fun at the same time! Especially for a level design, reading arts minds of their interest and try to make one new level that carries their similarity of creativity. Also, this level was supposed to gain audience vision. So many images of volcanoes, all of them, wondering how my volcano will look that stands all of them. Reading through articles and learned the minerals, sizes, and layers of the volcano. The environment I was going to create must be realistic and feel like they're at that level, but immersive too. Imported layers for the terrain and model the terrain of one giant volcano for the middle of the screen, and later color them exactly like the ones in reality. I would have to change the sky by adding six boxes of skybox that darken the clouds. However, it didn't look well, and was not realistic, knowing there wasn't motion at all. That's where I had to step up my game and not do something insane, but some basic and tough at the same time. Material is what I needed where I can change the color of the sky and add two constants. After adding that, lighting was my next objective, where I make a light that will show the entire terrain and the characters. Finding the textures for the lava, I needed to push my knowledge further. I thought there was a solution and adding a code that would make the lava texture move. It was tough knowing I never made a code that would make the texture images move, but I made it possible to research the document and get help from my team member. However, my lava looks nothing like the images I've seen on the internet. I can barely see my lava on the volcano. That's where I had to push even more of my knowledge and do something I haven't done before. That was adding post-processing that would make the object brighter and realistic. Also, this environment had to be more creative because a simply volcano that looks exactly like the ones you see in the movie or on the internet was my downfall. Particle effects were something I believed would make the environment looks spicier and amazing. Particle effects were something I used for the rain on my other project, but this one was too much. For lava particles, I had to download VFX to make particle effects looks beautiful by adding their specific material on their renderer, and learning something on the inspector to make random particle effect disappear, appear, color, and size. Smoke was a big deal since I needed the texture of smoke for the volcano. I've realized there are many possibilities to add to the environment. People don't expect to see something less creative nor more creative, but something very balance and understanding. The balance sends players a message and learn. In other words, the balance would be something that will make players feel something new and think something about the environment to the point that would

make them continue to get attached to the environment and believe the story and the characters were met to live in that environment. There were moments where players won't immediately accept the world they're looking at. There were steps that they must go through to adapt to the world and never forget it. They also rate the design whether it speaks to them or not. The level design doesn't always create an environment that only shows players powers, but the story, of sending multiple messages to the players, that makes players listen, focus and read. My hope in the future is to receive more challenges and receiving many criticisms as possible. It's the only way to improve my level design and reaching to the levels of professional-level design.