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Project:OBBY
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Me and my partner worked on a mobile game that we built in unreal engine. We started our development in january of 2022, a month before the semester started.i assumed that this project would be a bit challenging so I wanted to get a hard start. This proved to be a good idea because we did have a lot of struggle and that lil time we gave ourselves came in handy at the end. For my first meeting with my advisor he questioned me on a lot of the things i was going to do with this project, one of those things being learning a lot of new things. I wanted to be a game designer, level designer, audio designer, 3d modeler and programmer. It was only 2 of us on the project and a lot of aspects to work on to make it full. His advice made me realize,wait, I really should not do that for my culmination deadline. I would not need to do all of that work for the final product for culmination. So instead I focused on being a game designer. Learning unreal engine and level design. That way we can make one thing that is really good other than having a thing that works. I am really glad I took that advice and if I was to change how I was coming into this project, that is the first thing I would change.

Learning unreal engine was a very time consuming thing. I never stopped reading and learning about it throughout the semester. Everytime i would learn something, a problem would come up. Then I would have to learn 100 things just to fix this one issue. It was very stressful but I later learned how to deal with this stress. I learned how to remain calm and know that eventually I will find the solution to our problem. As a game designer I am the problem solver so I loved how this project allowed me to actually problem solve.i would say i learned unreal engine effectively because i was able to fix a lot of our problems.

The one thing that I struggled with was documentation. I didn't really like that I struggled with this knowing I am the game designer and that's my job. It was very unclear at first what our design goals were because as the game designer I did not write it down. My biggest disappointment was my calendar . i'm ashamed i even did it in a waterfall approach knowing that we did not do that in our classes.it was not something i came around to fix at the end because i did so bad at making it, i did not feel it was necessary at the stage we were at.I want to work on my calendar skills and organizing my stages of development some more.

This was my first time level designing in unreal engine or any other engine to be exact. I did not really research into game designing other than looking at the tools that unreal has to make it easier. My process for this was to just look at obstacle course games and try to replicate what they did in their game. This process gets me used to designing levels. In this process I was able to learn why the games did what they did by just copying them. Then after I change the obstacles around to fit what we're trying to go for.

At the end the project came out really well. The people I got to test the game were smiling and actually having fun playing our game. It definitely was a struggle and I predicted it would have been. but it actually was a lot more of a struggle than i thought i would be. It definitely caught us off guard but we were able to pull through and make a product by culmination. We hope to finish our game in the summer and prepare our game to be put on the app store.