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Reflection

Working on the culmination project, Project Myth, not only was it a learning experience, but it gave insight on developing a game. Developing a game is much harder than what I had initially thought. In the beginning, my group and I discussed what type of game we should develop for culmination. We all had different ideas on what kind of game we wanted to make. They were ideas to make a first-person shooter, a real-time strategy, turn-based, and an RPG game. My teammates and I then agreed to develop a role-playing game. We all had a role in developing Project Myth. Andres Vera tackled 3D modeling for the game, Chris Medina's role was writing the story for the game, Edward Brayke was responsible for the mechanics and the art of the game, and finally, my role was to work on level design for the game. The game is being created in Unreal Engine 4 instead of Unity. We wanted to try and work with the Unreal Engine and see if it was similar to the Unity Engine. It was, but it provided challenges and getting used to the engine. My knowledge of the Unreal Engine was limited before but now I can say that I have some experience using the engine. One of my responsibilities as the level designer was to sketch the levels on paper before implementing them in Unreal Engine 4. It was helpful to sketch them out first so I would not forget where to place objects for a specific level. Sketching on paper led me to the next step which is grayboxing. Grayboxing is placing the default cube object from the Unreal Engine as a placeholder in the game until the actual objects for the game are made. I was also responsible for creating the levels for the castles in the game. There would be 4 floors each, with the 4th floor being the boss room for the player to fight the boss. Creating the levels were cool and all, but some of the levels had to be reduced in size because I made them too large. From the sketches, I intended the levels to be lengthy but translating it into the game engine was a different story. There were challenges along the way when working on Project Myth. Since the

beginning of the project, I had little to no knowledge of Unreal Engine 4. Most of the classes I have taken in past semesters all used the Unity engine strictly. Over time, I would get used to using the engine as it shared similarities with the Unity engine on creating folders, organizing files, dragging and dropping objects into the game, and creating new objects. I noticed a few differences between Unreal Engine 4 and Unity. One instance is that Unreal Engine 4 has a landscaping tool that can be accessed to manipulate a part of a plane's area to make mountains or hills. Another challenge I faced was taking other classes besides culmination while working in an internship. This was the most difficult because it pushed me to be on top of an increased workload and expected to finish everything. I struggled with managing my time with everything, especially with the internship I have. Sometimes, I wouldn't have time to do something for the internship or I would have less time to work on an assignment for one of my classes. There was also no proper pipeline for keeping progress and changes in the game. We used multiple source control applications such as Mega and Github but that caused a lot of confusion between the group to mix up the work and stumble from time to time on which was the current build of the game. Not only were there challenges I faced, but I encountered problems as well. Project Myth was supposed to have four castles in the game, but as the work was being done, the game ended with just one castle being completed due to time constraints and scaling down the game. The four castles were planned to have 4 floors each, but they wouldn't be added. It was something I had to deal with as I had begun sketching for the second castle and it was necessary to stop. Another problem in the game was I had made the levels for the first castle too big and I was ambitious to make them big. I needed to reduce the size of the levels to be short. I didn't like that they had to be shortened but I learned that not every idea in game development makes the final cut into a game. But there were a few solutions while working on Project Myth. While working on the game, I took feedback from my other teammates about the levels. Their feedback is one of the reasons the levels were scaled down and the feedback was valuable too. I found using video game strategy guides helpful for level design ideas and detailing the levels in sketches. In my sketches, I always put a legend key on what I drew on my sketches to tell what was on paper. I wanted my sketches to have as much detail as possible so that my teammates would be able to differentiate the many drawings I drew on a single paper. Producing a game taught me many things. It opened my eyes to the realities of working with a group of people with different ideas. Working and adjusting when needed to improve the project to be the best game was the biggest lesson I learned.