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Culmination Project Reflection.

I originally wanted to include a backstory explaining how the player (you) got into the hotel because the setting for the game was to take inspiration from the Bioshock series (in the Bioshock series the player can audio logs which provide deeper insight into the back story of Rapture), and it takes inspiration from Bioshock in thought only because those things I wanted to add was not added to the game. I will eventually make this into a full game either by myself or with other people but looking at it, I’d say it’ll be by myself. But I definitely know I mismanaged my time and that’s why the project did not reach the height I wanted it to reach. I definitely regret that I did not start prior to the fall semester to work on my project. I regret not putting my all into the project or at least I feel like I did not put my all into it. Prof. Hosni might disagree, but I feel I could have taken it to greater heights during the semester. I learned I could sometimes lose interest in the project or get sluggish (that happened to me a lot during the semester) and I think that played a key role in how my project ended up.

In my time at City Tech, I have learned about game design methodologies, and software development skills, and worked on several projects in Technical Production classes as well as team driven, project-based classes throughout my City Tech career. My goal when I graduate is to get a job as a level designer, 3D modeler, or software developer, but I feel like I don’t have enough practical experience yet so I will begin to by taking on software dev contracts to gain experience and that’s also what I hope my culmination project will do for me in that it’ll convince a potential employer to see I have the software dev capability and thus move the company to hire me but for my culmination project this is what I wanted to include: doors will be spilt in the following way: 6 wrong doors, 5 empty doors and 1 door with the key, hints through each room to help the player determine who they are, how they got there and how to escape also to include the entire hotel with each floor (or level) being connected to the next floor until the player escapes the entire hotel. I would add a combat system into the game and a health system. I also learned about myself that I can do the work, that do I have the passion and the drive (even when I get burned out or sluggish), and I could see something through. During this project I spearheaded the game and I learned it is not easy to develop and design a game when you are the only one working on it and definitely requires patience and grit to stick with it. What also makes it difficult is you have switch between thinking like a game dev and a game designer which isn’t easy to do and sometimes it can be too much to do but I had to figure out how to just step back and breathe and give myself time to adjust and remain calm because the stress definitely set in around the time I had to start designing and developing the game.

This project revealed the areas I need to grow in and develop to become a good designer as well as good developer and I am grateful for this semester and it helped me grow and gain appreciation for the struggle for trying to build something and make it work and be proud of it even when the vision you had for it is not fully realized and that is a part of the learning process and growing in your craft. So, I am very thankful and I am thankful to City Tech for providing me with an education and helping pursue my passions.