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Culmination Reflection

This culmination project has been the most stressful and most complicated project I have ever worked on with a group. I feel that this was because the idea that I came up with for the group was ambitious and made things harder when everyone was stressed out on their projects and work. We were working on the project during the summer to get a headstart, but I believe that the headstart wasn't enough for us because of the ideas we wanted to push out to show to everyone. We first spent July and August working on the Game Design Document and looking as good as possible. We spent time spitting ideas out for the game and making it more unique than others. We sometimes thought about it being a 3D Experience with the environment being more dynamic when the Characters are Fighting. But we decided to do a simple 2.5D fighting game since we wanted to make things easier for us.

When we started development for the game, it started well, and we were expecting to have at least one to two levels are done for the presentation and as one character to be done for the project. But when we went into a meeting and talked to Hosni, he told us that it is best to work smart and get the most important things out the way, which is the character movement and coding for the game to work correctly. As the development carried on, things changed what we expected at the end of this semester. Some moments interrupted our schedules, making our situations harder, but our curiosity and drive to get it done made us push forward to the end. Our team reached our goal, making a fighting game unlike any fighting game out there, which can go well on our portfolio. As difficult it was to make it, it was fun at the same time to

see our development and the progress that we all made towards it! I will say that Joel's level design made things enjoyable at how the area looks within the world. I was honestly happy seeing the volcano as it was. I also was glad to see Quincy and Bryan's Coding work went into work to make the game feel more unique than ever. Without these guys, the project wouldn't be done without each person's creative view.

Working on the lore for the game was challenging but fun since it made me think more out of the box on making the game feel. Creating a story for a fighting game was challenging since I second-guessed how the story should be. I also worked on the User Interface, and it was hard. The scripting and making everything look good were problems, but thanks to Bryan, Quincy, and Hosni, I could get the UI to work and make the game look how it is now. The process was challenging since I had to do a script to make the game call on scenes when you select specific things within the User Interface. With this help, the game had a decent User Interface, and then I helped out with Quincy with the character movement within the last few weeks of development. Honestly, I believe that the project was too complex for this semester, but I also feel that it helped push everyone to learn more and exceed their skills. I am nervous about my abilities and if everything I have done within the school years will help me get the job and the foot within the industry, but with this project, I feel that I can accomplish the goal and make it within the industry.