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Reflection Paper

By completing this project I produced many outcomes both positive and negative. Given the difficulty of this solo project and the time constraints, I expected some difficulty holding true to my idea. Originally, my idea was to create a game focused one exploration with combat mechanics that involve traveling and trading items between different villages. As I started narrowing the scope, I ended up with a simulation game that involved running a town similar to Animal Crossing. Eventually the scope got smaller again to just creating a single house and managing that house.

I ended up cutting a lot more than I expected and even the project itself was revamped many times at this point. Looking back, It would have been more helpful to have a definite idea of what I wanted to do instead of jumping around from one concept to the next. And considering that my asset creation is on the weaker side, I should have been more prepared going in.

On the topic of asset creation, it took many months to finally nail down the colors and style of what I wanted the game to look like. From early on, I knew that I wanted characters with simple colors and shapes with no real detail because the main core of this project was to create the game system with the rpg elements working within that system. And because of asset creation and styles, I had to experiment with Unity on which version would benefit my project more. This took a lot more time than expected even with two weeks worth of research and constant testing.

An issue that I ran into was Unity offered three different main versions.The standard Unity development pipeline, The Unity Lightweight Pipeline which focused on smaller and mobile games, and the HeavyWeight Pipeline which focused on bigger and higher quality game creation and rendering. Each one had its own way of handling how Unity would render models and textures and had its own benefits and downfalls. I had to develop my models and systems around a specific pipeline and ended up bouncing between the LightWeight and Standard pipeline until October.

By the time I got to the animation, I had redone asset creation three times so it would be displayed properly within the world with correct animations. This was a much smoother workflow because it was simply creating moving joints and creating keyframes. I found this a lot less frustrating than creating the art itself. Although, I ran into some issues such as the clothing clipping into the mesh(the clothes would sink into the skin and behave weirdly). Going forward, I would like to get better at creating better 3D models and animations since it is my weak point within game development.

Within the game systems, I successfully created a working prototype using the assets I created. For the sake of developing things a lot smoother, I believe that I should develop my

skills apart from coding so I can push the quality of art within the game. Because the coding wasn't extremely challenging, I had more time to return to asset creation.

Within the prototype of the game, I would have liked to have more assets within the scene, more NPCs(Non-player-characters), lighting and animations. I wasn't too satisfied with how dull the scene was because I lacked characters to fill it and items within the scenes to actually make it feel like a home. The lighting is very basic and didn't have any time to find the right lighting or to experiment with how light works. The animations themselves were pretty solid but I believe that more was needed to bring out the main characters actions.

In conclusion, for my next project, I would like to prepare some of the artwork and assets ahead of time and plan a lot more before taking on such a task. And to reach out and contact people who may be able to provide me with what I need to make things easier. With this experience though, I will be able to produce better results and I have laid a good foundation on building an RPG game if I ever decide to work on something like this again.