

**Cameron Popham (1702774)**

## **Critical reflective analysis of the product process for**

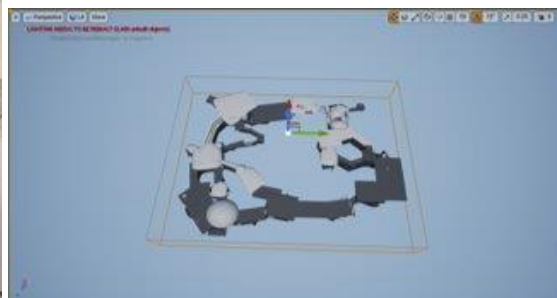
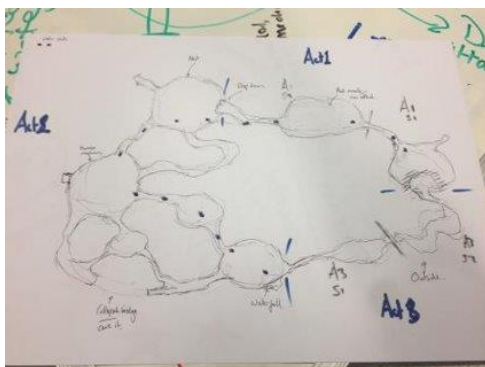
**Group name: Submerged**

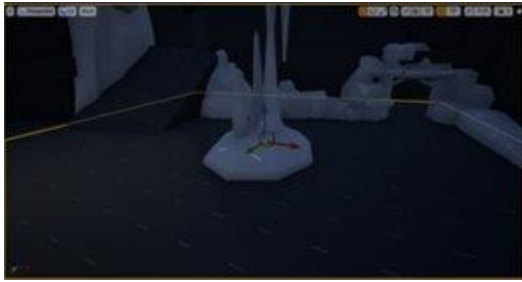
### **Intro**

This is a Critical reflective analysis of the product and the process Which is called Submerged. I was responsible for the white boxing, placing of the props and the map design within in the engine for the semester. We as a group are to present Hey game idea to the lectures to develop Internet Sylvester explain what we did how we did it we plan to add who is the demographic add Bailey our game plan. The level will be Presented as a basic white boxed level filled with all the assets from Everyone in the group Bailey props add mechanics, to resemble what the game would have look like Gable that I have textures but will be have the props in will have some mechanics that's it that we are to present this as a presentation to the lectures to present out game idea.

### **What I did hello**

For this year we were to develop a game as a group need about horror and to present a project idea and to decide what roles we will do in the project of choice, I choose white boxing, after finally Settling with a group project me and Our substitute lecture for the semester began development on the map, we discussed mechanic that will help in the development of the map For example very tight spaces short ledges add the theme of the map going uphill, after that we had a map template that I could build the map around in the Unreal Engine. after that have, they began the process of white boxing well the spare time looking up tutorials on how to make tunnel systems However this is useless as I decided to make a basic tunnel system due to a deadline. over the weeks I White boxed out the level to the map design as much as I can while adding new areas what altering main ones to the groups liking. after finishing the white boxing Everyone began adding there 3D models add mechanics to the project have where I could place the props the 3D models to the levels to add complexity To the level with help have with the head of the group Who decided to white box the main area as they were setting up the scripting and the mechanics leaving me to finish off decorating level For the next few weeks. After finishing the level and placing around props and adding lighting hello leader of the group who does the scripting hello add it unlocks as well as barricades true doctor with one of the other ones have for finally finishing the level so far for this semester.





### **What was good**

At the beginning of the semester I was invested in doing any idea Billy at start wild idea would eventually grow to enjoy doing sub bridge project as I was to do the boxing which is one of my favourite aspects of game design. It was good to help develop the web as I was constantly feeding into the idea of improving the map will adding to it for example I wanted to add a very tight space which you had to crawl in to where waters was pushing you back while you were trying to climb for this claustrophobic space, I would have added water but couldn't due to time constraints but you can still crouch underneath the place and walk through it. But overall the math was fun to make have fun to see people get lost in hello which sounds bad at first but then sounds great when you realise it's a horror game adult word tension to the horror making the player paddock a little have which means I was doing what I was supposed to do. It was fun to do someone else's idea it was fun to do my own idea I think it was bad to do as a group let's see in soon else's idea a much establish a much clearer idea in mind have work on the idea with a much clearer view and go hello was communicating with the others .

### **What was bad**

The only problems I had what about the game hello was due to the engine supervision is not being installed at the beginning of semester or not been installed in the ovation Ruth have otherwise it was having issues trying to move around the walls and the floors off the level but that's mainly the Unreal Engine be funny Hawaii list have otherwise I didn't really come across any major problems I wish baby the future could approve the floors maybe add more content if we had had more props to said areas add more props to use to add to areas A vehicle if done little more is in the background and if you had make oil profits as well as well as manage my time more correctly as I felt at times I could have done a little bit more at home but due to living conditions it compromised my ability to and I could improve upon have using the lighting As for the level they troubled issues with placing lightning and music lighting hello wished hello did it a little better.

### **What to improve on**

Next semester we plan to add the monster for the game I just mechanics to it Rolex possibly expanding the level hello so I D been character model hello I'd like him to the gate to the project hello logical props adding textures proving upon lighting adding cinematics hello team possibly a secret wedding that it will items in the game add adding more sound to the game have what I need to improve on those is adding the lights adding textures adding little problem focusing a little bit old scripting adding more aspects to the level also communicating with my team a little bit more will have to communicate with me a little bit more I felt some days they didn't want to communicate

with me or they just who the leader of the group was not in to supervise or mediate with is opinions on certain aspects some cases is still my fault I should have kept on pursuing. At times I feel like it was splitting away from the main concept I'm trying to go down my own way so for future I need to focus on the main idea even isn't my idea.

## **Conclusion**

I enjoyed doing this project and I plan to enjoy carry on with this project next Leicester as I was slightly still disappointed for my update my idea I will come to realise I could do that in my spare time and I also still enjoyed this project As I enjoy making games hello delete after welcome invested you do I had to but i still enjoyed pride in white boxing level love the concepts idea I love discussing on what to add to the level to add difficulty have or just to add so the claustrophobia you do it's a topic game I don't really play I think horror is an instinct choice for this year's project it was fun to do have I still think you're slightly limited though due to have having to censor the game for the public to see which restricts horror but not to image a degree but either way I still enjoyed The project for this semester and the year was probably as I would like to continue with this game have grown attached to it