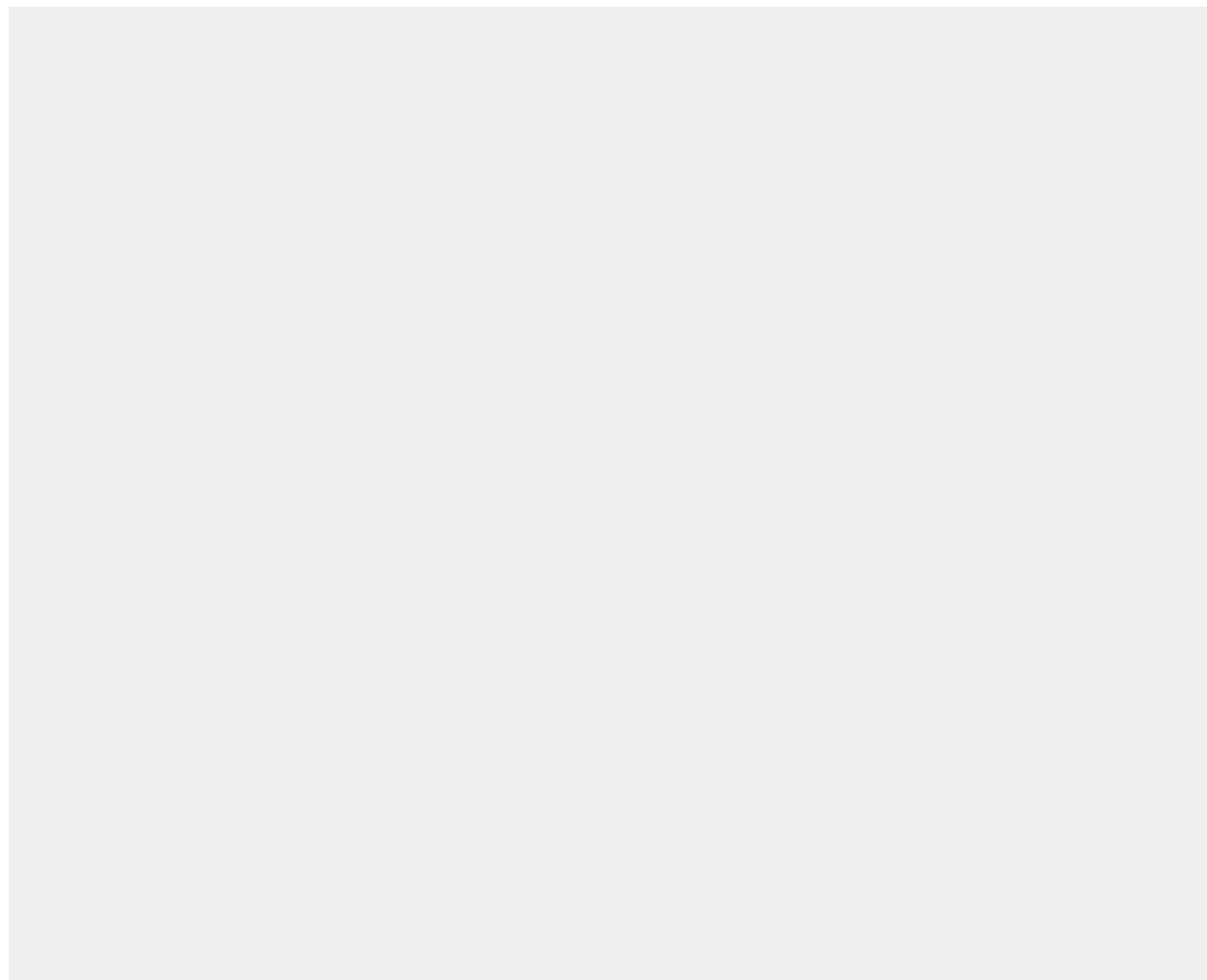


Soul Catcher: Post Mortem

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Module Code & Title: Creative Practise 1 (M4X01557)



Introduction

Soul Catcher was a small project in which I created a level and tried to do some simple blueprinting for the game, the game is intended to be a survival, horde mode with a Halloween theme to it.

Research Evaluation

My approach when it came to research was to use it whenever I was stuck on a problem or issue and I mainly used other pieces of media to help me make more informed decisions on what I wanted to my game to be visually.

Overall I feel I should have done much more research and I should have looked at other examples of other games that are in production so I could base my workflow off of a professional designer to manage my time better.

Technical Research

The main way I was able to learn about using Unreal Engine was through my peers and tutor. Whenever I encountered an issue or problem they were able to help me overcome this and also gave me useful tricks to working in the engine which helped make my process faster and more efficient.

Contextual Research

During production, I drew inspiration from a lot of different media sources that helped me make design choices in my game level. With my main centrepiece of the ancient statue holding the blue flame I was particularly interested in scenes where they had similar instances of towering statues that had a sense of mystery and power to it.



At the time I had also visited a lot of art galleries which featured marble statues that I had a special interest in.



The basic idea for how I want the gun to work and look is similar and influenced from the Proton Packs from Ghostbusters.



Game Research

I also drew ideas from other games that I was playing during production that had an atmosphere that I wanted to represent in my own game.



However, I should have looked for games in a way that I could get ideas of certain mechanics and their production flow so I could have followed a similar way when working on my project.

Research Conclusion

In conclusion, I should have done more intensive research and looked at the games industry directly to learn from them, as well as this I could have looked at Game Theory to also base my decision off of. However, I can learn from this and remember to do this when I'm working on my next project

Technique Evaluation

My method for working wasn't planned or thought through well enough until halfway through the process where after I had made my level design I then decided what game I wanted to create, if I had done this sooner and brainstormed more often this wouldn't have happened but because of this my time management and workflow suffered.

Working in Unreal Engine was also completely new to me and again because of this fact, I should have also allowed myself the space to think more thoroughly and do more research and learn how to work the programme so because of that this project is a result of me trying to learn and experiment instead of a more precise project.

Development of Techniques & Skills

I think a lot of my time was used trying to figure my way around working Unreal Engine and developing these skills. The main things that I discovered were:

- That things go wrong often
- Basics of navigating the engine and adding in assets
- More understanding of how games are produced

Overall Quality of Work Produced

In general I'm not as satisfied with my work as I would have liked to be however I am happy with what learning experience I was able to gain from this and that in future I should take steps at a time instead of diving head in as I want to give myself plenty of room to learn and grow, I have also found that working with Unreal Engine is personally one of the more challenging things.

Technique Conclusion

Overall I was able to learn a lot from the mistakes made and next time I would like to focus more on figuring out how to solve issues and bugs that may appear in my game and develop my problem-solving skills in this.

Development Evaluation

Planning ahead was not done and I didn't allow myself the time to really think and process the game I wanted to create before diving into it. To help combat this I was open-minded about my project and allowed it to change direction so I wasn't completely stuck into one game that could never be different. My process was just going with whatever I thought needed to be done instead of fully planning and brainstorming it through.

Creativity

I think I could have been more creative in the type of mechanics I had in mind for my game, to help me improve this I need to learn more about this subject in order to think of these new ideas as because I'm only used to what I've already played in games so I'm stuck in that bubble and I need to allow myself more freedom to think of the different possibilities I could have for my gameplay.

Working Alone (individual projects)

I did not properly organise any set times to critique and give/receive feedback on projects which would have been very useful to do and I aim to do this next time.

Time Management

I was not able to manage my time effectively at all which is one the main issues I tend to struggle with when it comes to longer-term projects such as this, the reason for this is because I underestimated how long creating/building a level would take and how much planning needs to be done ahead of time.

Development Conclusion

My development process was not very successful due to inexperience and lack of knowledge however in knowing this I should have given myself room to plan more effectively knowing that I was new to the software.

Analysis

Critique of your own practice (and action taken)

Overall I was not able to fully execute the idea I had in store for my game, this was due to poor planning and time management. If I had organised my time more wisely I would have been able to think more clearly about my objectives and goals during this project. It also would have allowed me a more clear workflow about what I wanted to do and when I wanted to do them.

However, In spite of all of the negative aspects, It was a good way for me to learn first hand and gain experience through my trials and errors. As this is I will keep in mind all that I could have improved and try to be better in the future in order to have more satisfaction in the work that I produced and to also enhance my skills in game/level design.