

assiment 2

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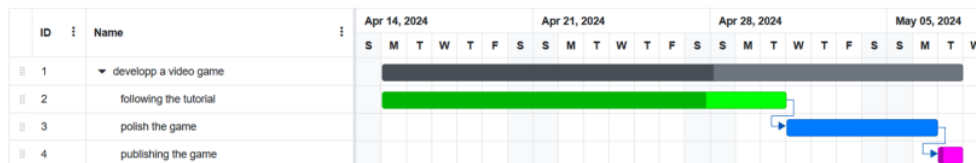
Character count: 5383

Assignment 2: Project Management & Innovation.

I always have been attracted to video games, and for the most part of my life addicted to video game. Because of that I played a lot games, and some excellent. Of course, my dream has always been to develop my own video game, so that's why I chose to create a video game for this module. Because I played some excellent games, I want to make something as similar as I can to the best of them (from my opinion), Dark soul and the souls likes.

Task 1: Project management

My project is not supposed to have a worldwide effect, it is rather a small project that has for goal to train me to make project and teach me new coding skills. So, the scope is only for some people, I don't expect more than 1000 player in total. The methods used to create that project are really simple, I found an online tutorial that I will follow and when I finish it, I will polish the game and maybe add more content. To produce this game, I will use unity and virtual studio code. (tuto)

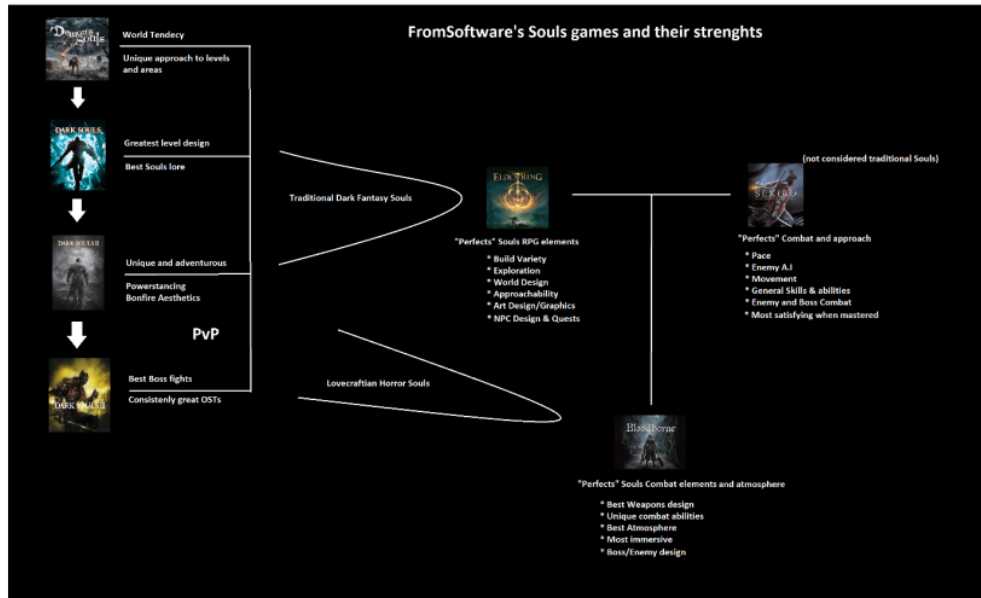


As you can see it is very straightforward for the development of this game, thanks to the tutorial. My only constraint is time, because the video series is 37 videos long and also because I will never get the result that I want on the first try, so there will be a lot of troubleshooting. I need a lot of time just to follow the tutorial and making sure it works. That leave me with little time for polishing the game. It may result on the game being very much like the game from the tutorial.

The game that I will be developing is a 2D pixel art game. But because I do not have the skills nor the experience to create pixel art, I will be using copyright free design found on the internet. The tutorial video already gave a start for pixel art. (style) I will be doing that for almost all of the texture of my game.

Task 2: Innovation

The company that gave me best game for me to be inspired from is Fromsoftware, unfortunately they do not have either a pest or a swot analyses. But I found someone who did a sort of swot analyse of their games, so this is what I will be looking into. (SWOT)



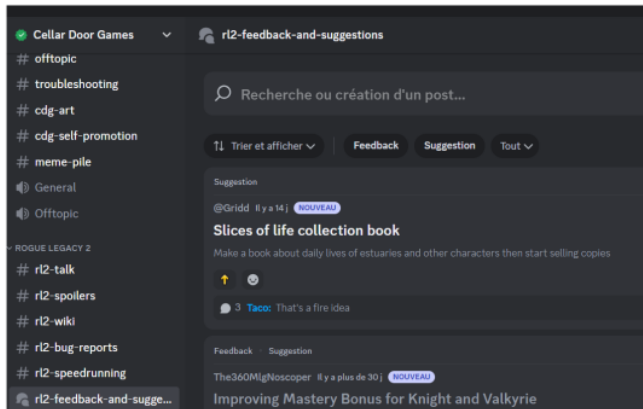
If you look at this chart in chronological order, you can clearly see what the company goal of Fromsoftware is. They made a game that has unique approach to levels, it had a decent success. From then Formsoftware continued to update the formula by adding aspects and trying to do better where they did good. They clearly want to achieve perfection in the genre. Their second game (Dark souls) had such a success that the gaming industry decided to create a new genre, the souls like, literally a game that is like dark soul (genre). From then, they polished the genre, for example: Dark souls 2, for me, is their worst game, because of multiple aspect. (source)This game has a way to make the character heavy in a bad way, where every action takes a long time to do, but if you look at the game closely there are some very smart decisions that makes the game playable and enjoyable. These decisions where reused on Dark souls 3 but the bad ones where not taken, and so they learned from their mistake and made a great game. But then they tried to achieve perfection, with Sekiro and Elden ring, and for me they did it. The combat system of Sekiro is hard to get used to, because

you almost have to master it to progress in the game, but once you feel comfortable with it, the game becomes smooth and really enjoyable.

It is very bold to say that I am being inspired by perfection, but that is what I am trying to do. But by inspiring myself from the Soulsborns (all the souls like created by Fromsoftware) is only to make my game somewhat enjoyable considering my lack of coding skills.

Task 3: Project reflection

As I said multiple times, this project is made to make me learn, coding skills but also how to manage and run a project. All my life I wanted to work with computers, but you need skills and qualifications to do that, so that's exactly what this project will give me, skills that will help me through all my life if I do work with computers. I may be not coding games like that, but the coding parts of my future jobs are going to be somewhat similar to what I will do with that game. Because every programming language is similar to one another. A lot of people say that when you learn multiple languages it becomes easier to learn one more (language), it is the same with programming languages. So, it will have a small positive impact on me, but a permanent one. To be sure that I learn the right lesson, I will update the game from time to time to fix it or to make it better. That will give me a constant progression in my skills but also to the game, which makes the project better. But it will also give me opportunities to see my past mistakes clearly and to learn from them, that way I can also learn from myself, and that is how I will make good progress on learning how to properly code. Of course, making something better is not easy, even more if it is you that make it. But I will be to let everyone who played the game to be able to come to me to say what are the things that may need some revisions, and then from that I will do trial and error and see what works best. To let every player to be able to contact me I will put a discord link directly in the game, I will have a dedicated server for the game and channels to the ideas to change.



Just like one of my favourite game Rogue legacy, they made the game on early access so that everyone could play it way before the game was finished, and they let everyone give feedback on the game. The game was released 2 years after the early access and it is very good now, thanks to the feedback and the developers being attentive to their community.

This project was in my mind for a while, but it is only now that I can finally have the motivation to do it. For everything that it will give me, and for what it means for me, I will make this project become reality and be enjoyed by a lot of people.

References

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[iYIs16TI&list=PLUWxWDIz8PYKnrd27LTqOxL2lr3KhEVRT](https://www.youtube.com/watch?v=Y3-iYIs16TI&list=PLUWxWDIz8PYKnrd27LTqOxL2lr3KhEVRT)

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FINAL GRADE

GENERAL COMMENTS

33/100

Total:		33
1. Engagement with Literature Skills:		
- No use of citations. + Formatted reference list.	20	5
2. Knowledge and Understanding Skills: 10, 10		
* Project Man. & Planning: + Evidence of knowledge and skills covering some project scope inc. proposed solution, tutorial resource (could be specified) and Gantt chart documented. - required Technologies to be used, and a project timeline schedule including key project management stages is not documented. - ii: Concepts, methods, practices and tools to develop, deploy, maintain and evolve the practical element of the project is not documented.	20	5
3. Cognitive and Intellectual Skills: 5e		
- Development methodology not documented. +/- Project scope partly assessed and documented. Could be more clearly documented. - Scope analysis could be enhanced	20	6

by including timeline key dates. + Review of relevant Game company documented. - PEST & SWOT analysis summary not documented. - some professional legal & ethical considerations could be documented. + Project's positive impact documented. - Potential risks and contingencies not clearly documented. Could be documented in a risk analysis table.		
4. Practical Application Skills: 5, 7, 7 +1		
* Gantt chart: + Gantt chart structured, easy to read. – could be extended to include additional project management stages. – Schedule could also include Project report chapters such as Literature review, Research Methodology and Evaluation chapters. * Project Design: - 2 pieces of design work not documented.	2 0	5
5. Transferable Skills for Life and Professional Practice: 5, 15		
New skills: + Potential to develop new skills clearly documented. Good. Report: structure, format and presentation ok, but could be enhanced. - No title page or Toc. - On-time and plagiarism check: / Final note: Go for it THUMBS UP.	2 0	12

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