

## Soul Catcher Diary/Journal

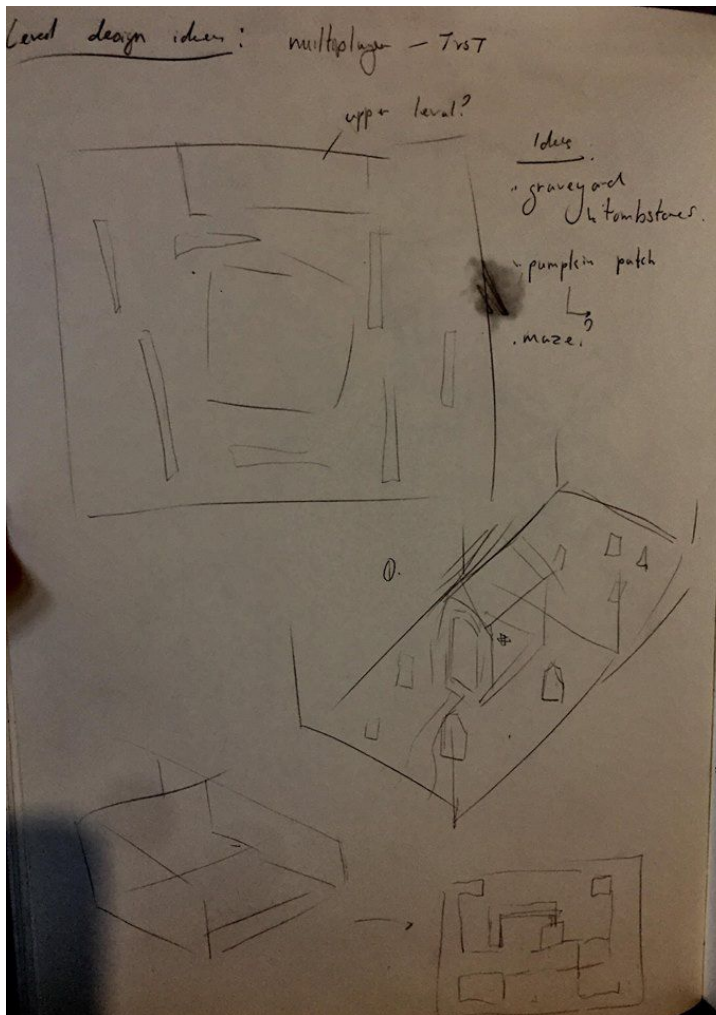
5/9/18

Eleanor Louise Morgan



## Development process

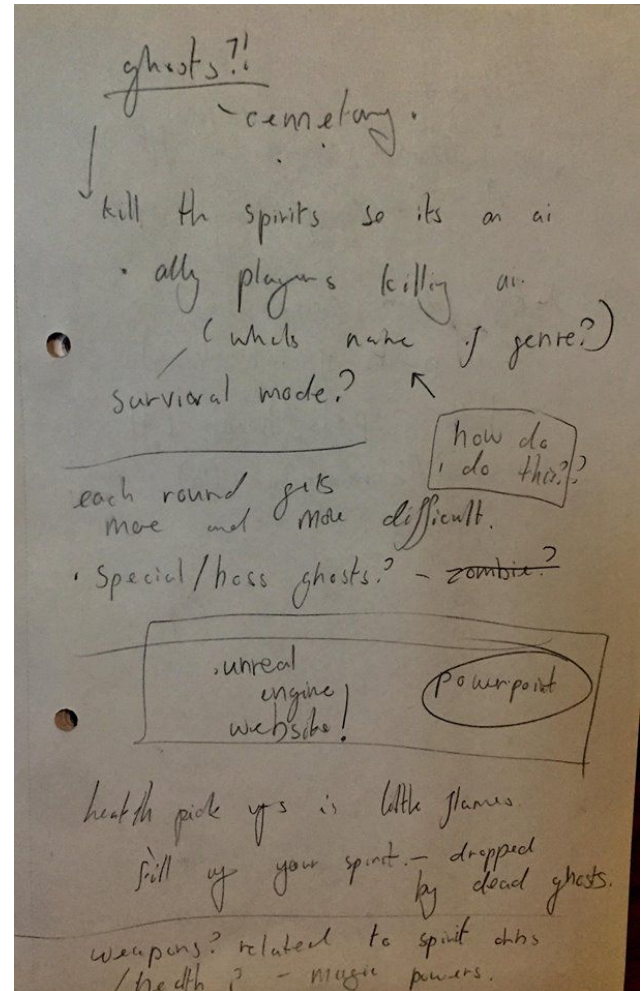
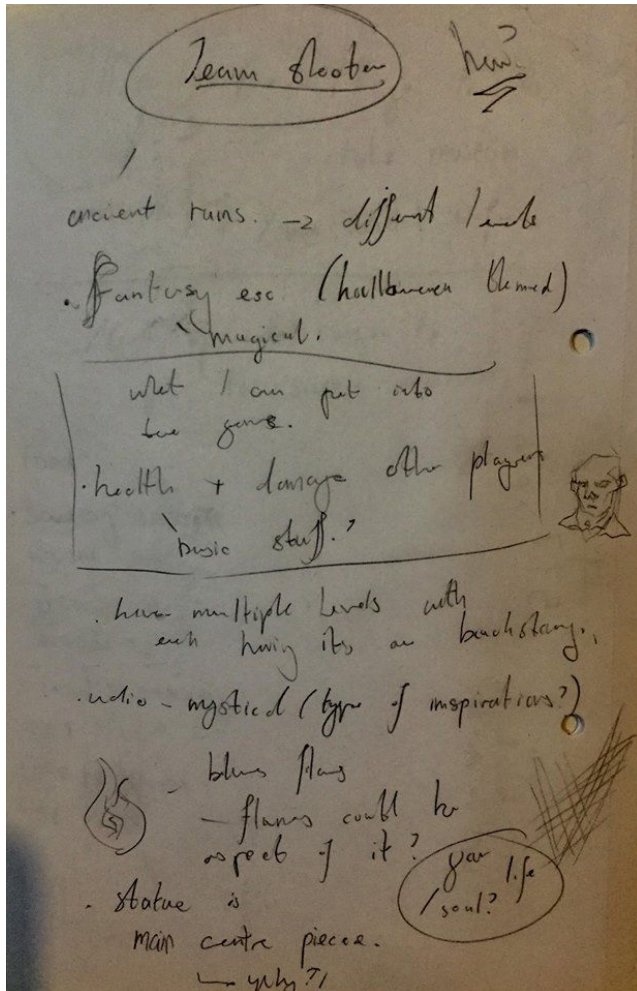
Before I began creating my level I decided to make very quick sketches and notes of what I wanted my map to look like before going straight into creating a level as I needed to brainstorm a bit before beginning.



From doing these sketches before beginning I knew straight away that I wanted to create a level with some sort of centrepiece in the middle of the map that players would work around somehow. I also discovered that I wanted to go for a map based in some sort of graveyard.

As I was creating the map I kept trying to think about how players could navigate around it and also how I could suggest a narrative through the placements of my assets.

After I finished creating my map I then needed to think about what type of game I actually wanted my level to be for.



By brainstorming I ended up wanting my game to be a survival mode where the player must keep fighting off increasingly difficult waves of enemies as they progress through. I wanted it to keep with the theme of my map so I decided I wanted my enemies to be spirits/ghosts. I also want to somehow include the blue flame that I have placed in the middle of the map and incorporate that into the gameplay, maybe with how the players have their own blue flame to indicate their life source or if I want it to be a source of magic where the players shoot out magic.

After this, I did a birdseye view of the map so I could decide where the possible health packs could be and where the points of interest would be for the players.





## Tutorials

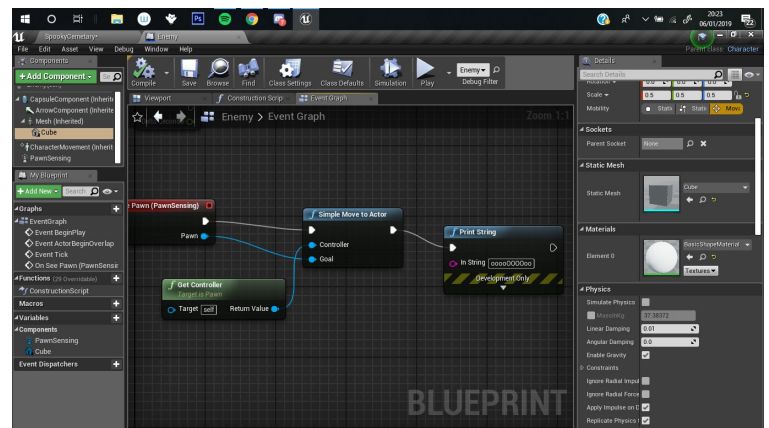
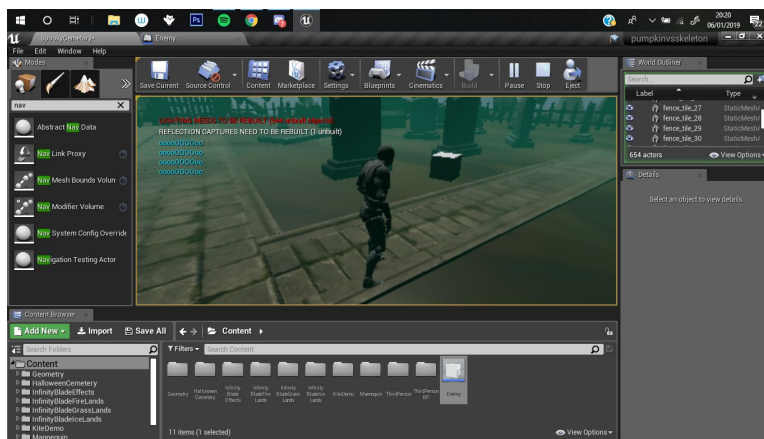
<https://www.youtube.com/watch?v=l1tpeVlcaGI> -Let's Create Beginner AI - Basic Enemies In Blueprints [Unreal Engine 4 Tutorial]

<https://www.youtube.com/watch?v=9CW46uMjch8> - Creating Player Health System - #44 Unreal Engine 4 Beginner Tutorial Series

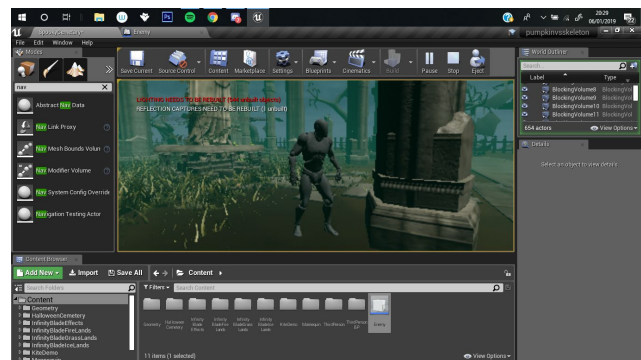
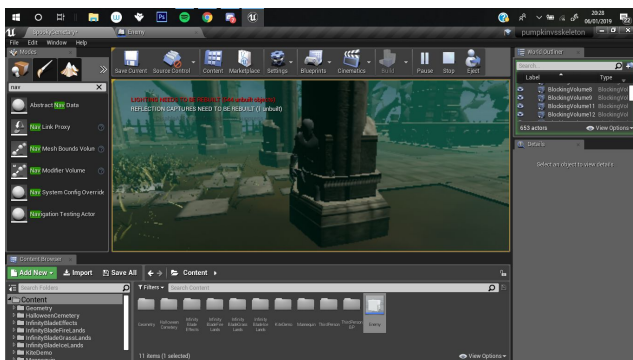
<https://www.youtube.com/watch?v=3GV6-4uhkYc> -How To Create AI And Enemy Basics - #42 Unreal Engine 4 Beginner Tutorial Series

<https://www.youtube.com/watch?v=bHgR97qKXf0> - Unreal Engine 4 - Enemy Follow and Kill Player + Health System

## Bugs and fixes



I then used what I learned from some of these tutorials to create a basic system in which an enemy will follow you around, however, I was unsuccessful, I was able to make text appear when it had detected you but could not figure out why it would not move.



Other problems I encountered while creating this level was that the player could walk right through some of the assets, in order to stop this, I put in a Blocking Volume in order to stop this from happening.

As I'm going through creating this level I have been able to pick up various tricks from fellow students that have shown me and helped me as well as researching online for tutorials. I have learned how to resize to the exact measurement you want, how to migrate levels from one computer to other and little things similar to this.

## **Production Plan**

### **Blueprinting**

- Figure out and fix the problem with the enemy not moving
- Make the enemy damage player on contact
- Set up a health system (with the display on screen)

### **Level**

- Move different assets around to make it more suitable for the game intended
  - Clear enemy spawn points
  - Change the size of the middle section to make it easier for players to navigate around
  - Create a different layout on the outer edges so that it leads into the middle of the map better.

## **Basic Analysis**

I think that the main thing I should have done was have thought more about what type of game I wanted to create before committing to creating a level and only after doing this properly brainstorming about what type of game mode and gameplay I was aiming to create. Because of this, the level of the game doesn't properly suit the survival, horde mode that this game is intending to be. I also should have taken more care to record all that was done so that I could look back and see what changes I had made and why.

However in doing this and making these type of mistakes I have learned what I will need to do and how I can improve when I try creating a game in future.