

Introduction.

My project was made through unreal engine took me about 4 weeks to get to the place my level is at now. My project is about a survival/adventure game based of the very successful game of Skyrim. The project I have done has a very outdoors and old rustic theme to it.

I designed the level by myself with a little help from my lecture when it was needed.

Research Evaluation.

To make sure my level came out the way I wanted I had to do a lot of research, most of my research came from google looking at the nature of the landscape back in the 1800's and getting a rough idea of what the landscape looked like when the land was bare and had little roads and buildings.

I had the idea of actually making the level I wanted by playing the game Skyrim a few time, this game made me have a clear view of what castles and the nature close up in a first or third person view.

Skyrim helped me out quite a lot as it showed me how the movement of the landscape treats the player and how they have to maneuver around the map in certain ways as the terrain has a life like feature that disallows you to do certain things that you'd think would be possible In a game. Skyrim has a feature that slightly makes you think that you are playing more than just a game.

There were a few problems that I came across such as making a terrain to act realistic in a way to give you that feeling of that you are playing more than just a game.

Game Design Theory.

My research I done was playing the game Skyrim and looking at images on google.

I feel like the game did help me a lot.

Technical Research.

The only research I had help with was off my tutor and some self learnt stuff.

My tutor showed me the basics of making blueprints and the basics of putting a level together which I mean is the main things you will need to know to start of creating a game.

My self research was me watching little clips of how to add certain things such as adding grass and adding texture packs that allow you to change the skin of each thing you'd like to see different for example,

Grass texture to change the way the ground looks, brick texture to change the way the walls look and finally a texture that allows you the change the way the sky looks.

Contextual Research.

I found that the countryside that I live in has a lot of way to make your mind wonder and gives you loads of ideas that did help me turn into a level.

With the countryside there are many different ways you can look at it, there is the beautiful side that makes you just sit and admire what's there and the views you have been given from natural landscape but then there are the other sides that make you think this could be where the final battle could be in a game or in a film or even where there could be a small village where farmers live that share the land where you could achieve food and shelter before the next day of travel. Theoretically speaking from a gamers view.

Game Research.

Personally, I didn't use any other games to help me with my level as I felt like I had enough research from what I already had.

Research Conclusion.

I found my research was very successful as I managed to make a level that I am happy with that does have the elements that I wanted to implement to the game.

There could have been more research done and possible more games I could of played to get the feel for the style of level I was going for.

Technique Evaluation.

My production methods helped me with an engine that I haven't used before from the help of my tutor I managed to learn how to,

Make a health pick up that allowed me to gain health when I got hurt in my level. It was a simple blueprint that was made that did allow the player to regain his or hers health wen damaged for a hostile that was implemented into the game at a later date.

Making a hostile pumpkin that did entity damage if it go close enough to you. This blueprint was a little harder to make as it involved multiple different statistics such as how big the pumpkin needed to be to access the entire map or if they were set to only attack in certain location, the damage box that was needed to be added was easy to maneuver but you had to make sure it was big enough that it did damage but not too big so you received damage when the pumpkin wasn't close too you. You also had to make sure that you didn't make the damage box too small so you wouldn't receive any damage at all.

Making a health bar was also an easy blueprint to make you just needed to know the basics of how much health was going to be taken from the player depending on how much the damage box did, in my level its was 25 health lost per hit and when you lost all 100hp you get a message saying you have died. So all you did was make a sum that took the health of little bits at a time when you got hit. But you were able to gain the health back from the health points that I made in the game, they give you 25hp gained after collecting it but the it vanishes from the game.

Identification and Suitability of production methods.

The tools I was given to complete my level design were at the highest of the standards that could of been given to me I believe, they helped me reach the point of where i wanted my level to be at.

I didn't explore any other method as I was comfortable using the method I already had going.

I never felt like I needed to change my approach to nothing that I had done for my level I felt everything was going smooth.

Development of Techniques and skills.

I stuck with what I knew to keep it simple so I didn't have to waste time over complicating things and learning new skills, I feel I could learn new things when I have my own free time.

I spent more time focusing on getting the main aspects of my game down so I have some base level to work off and improve as I went along to create the map design I have got now.

Overall Quality of Work Produced.

For the amount of time I had not being that much due to having some restriction such as not being able to work on the level in my own time at home due to the lack of equipment that I own. I am very satisfied with the work I have done and the level I have created considering I've been at restrictions the level I created has turned out looking like a level you would potentially see in a game of that category.

The work is nowhere near a professional standard due to the lack of experience on the software and lack of time I had to complete it. But it's at a level that I am happy to present it. For the future I would love to create more of a level to input more of a puzzle involved with the level.

Technique Conclusion.

During this module I found that I have learnt quite a lot due to it being a new software that I haven't used before to then create a level that I find a successful level in my eyes. Things I do want to focus on for the future are creating more than just a single level, I'd like to create more of a full game amount of levels/maps.

Development Evaluation.

While I was developing the game I found that there were a few problems that did come up such as finding the right texture to use for the right building and finding the right buildings to make the way my level looks. My main role was to create a level that had implements of damage and health pick up that work correctly and a health bar that worked according to what happens whether you take damage and lose hp or whether you get hp points to regain your health back up to the full point.

Creativity.

I didn't feel like I have taken any risks while making my level, I haven't really added much of my own originality into it at all. In the future I would like to make a level that is all from my own creative imagination.

Relevance to the brief.

The project I have done does in some aspects respond to the brief but there may be a few things that I have taken out that were originally in the first render of the level I had made.

I did change the level I made originally as I wasn't confident it was going to turn into something that my level I have created now.

Contribution within a group (group projects).

For my level I didn't work in a team we all did our levels or projects by ourselves.

As far as I know we were made to make our levels as our own for the first module

Working Alone (individual projects)

While I was working by myself I did find that I was able to talk with my class freely to discuss how everyone is doing and what their levels and my level were like.

With my class I felt like I could freely ask them for advice to improve my level if I needed too and they could ask me to assess their levels and help them improve.

The only downfall I feel like I had with my class was that we didn't really make any days to meet up and have chats about what is needed in the levels we were each designing.

Time Management.

Personally, I didn't manage my timing well for creating my level as I was only able to make edits and adjustments to my level when I had the time and was able to access the level when I was in the class room. I met the deadlines that were set they weren't a problem just aiming the time to complete my assignments was the only hard time.

Development Conclusion.

My development process went well I personally think but there were issues that could be fixed and addressed for next time such as, making sure I make more time for level designing and more time to evaluate the level correctly to make the level run nicely and smoothly.

I wish I knew more about the software that was used before I started the level design but I guess now that I know the software next time I shouldn't have much troubles making another level.

Analysis.

The overall analysis of my level is that the level isn't not complete yet and does still have loads more things that would need to be added but as the time frame I had been given I couldn't implement all the things I would of liked to add.

But after everything I have done the level turned out better than I expected.

Next time I create a level I will be spending more time focusing on the level design and the creative aspect of the game more than the textures.