

Becky_Reflective_Account

by Becky Davies

Submission date: 20-Dec-2022 02:20PM (UTC+0000)

Submission ID: 193081371

File name: 31675_Becky_Davies_Becky_Reflective_Account_473501_1127807457.odt (5.74M)

Word count: 2007

Character count: 9721

GDAC
REFLECTIVE ACCOUNT
BECKY DAVIES

Game Idea/Collaboration

When it came to our game idea, we ended up going with a sci-fi noir type game, where the main character is an investigator who was hired to investigate a mysterious murder in an alleyway, the player has to collect clues within in the level so that they'll be able to proceed on to the other locations within the game. We decided on having it set in a futuristic New York with a 1920's aesthetic to it, this allowed us to slightly merge two different styles together.

Once we were happy with the game idea an asset list was made so that it would be easier to divide the work amongst the group in a fair way as well as so that everyone will know what they need to do for their environment and when they should have it finished by.

With the collaboration aspect of the project we did use different methods to communicate our ideas for the game. When it came to syncing up our projects, we used Git Hub which allowed us to all work on the project at separate times it then allowed us to sync up the most recently saved project so that we would be able to work on the updated version of the project.

I did have some issues when it came to using git hub due to some size issues with some of the folders but once that was sorted out, it started to become easier to use and it's an easy way to work on the project as a group.

Another method we used when it came to communicating was to use discord where we would be able to send screenshots of our assets or if we were struggling during the project, we would easily be able to ask for help in the group chat that was set for this project.

Research

When it came to the research part, I decided to look into different story-based games that I think would be an idea to look into, these games were ones like;

- *Her Story*



[1]

[Her Story is a Serial-style mystery, blending FMV and adventure games - Polygon](#) (16/12)

- *Life is Strange*



[2]

[Life is Strange Complete Season Free iOS/APK Full Version Free Download \(thegamerhq.com\)](#)

- *Detroit: Become Human*



[3]

[Detroit: Become Human | Download and Buy Today - Epic Games Store](#)

I ended up looking at these games as they are story driven games as well as having some detective aspect within these games, but also how each game mainly depends on the players choice where how the outcome of the game could depend on the players choice, and I thought this aspect could've been an interesting thing that maybe could've been implemented within the game.

When it comes to target audience we mostly agreed on how it will be appealing to people who enjoy games such as

- *LA Noir*
- *Detroit: Become human*
- *Life is Strange, and so on,*

This was because these games had many similar aspects that were included in our idea, such as, the detective side of the games as well as how some of the interactive tools would work.

When it came to designing the game, we ended up going with a Old New York style with some Sci-fi elements imbedded throughout the game. We decided on this since

we thought the design would suit the game idea the best and it will also allow us some creative freedom when it came to designing the models, especially the ones that would include the sci-fi aspects.



[4]



[5]

These images were very helpful when it came to making my environment as at first, I wasn't sure how I would go about when it came to modelling some of the assets that I needed to make, but these images were able to help get a rough idea of how some of the assets should look in my environment.

When it came to deciding who was doing what for the project, I ended up doing the alleyway scene, this would be the location where the detective would find some clues that would be able to lead the player on the next location of the game.



[6]



[7]



[8]



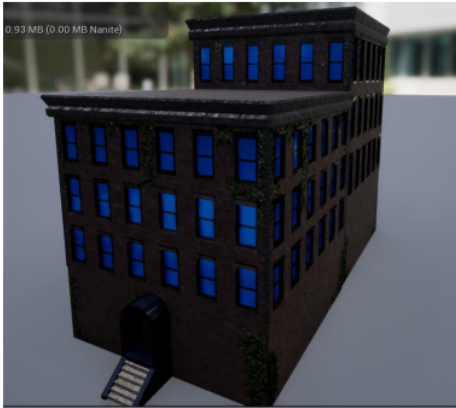
[9]

This is some of the research that I did for when it came to modelling the assets in the alleyway, this was so that I could get an understanding of the style that we want for the game as well as also seeing how some of these designs would look together in a level.

Modelling and Texturing

When it came to modelling some of the assets I did struggle with some as I wanted them to be able to fit into the theme we were using for the environment/game and I wanted to have the assets to be able to fit together and to also look good together in the environment.

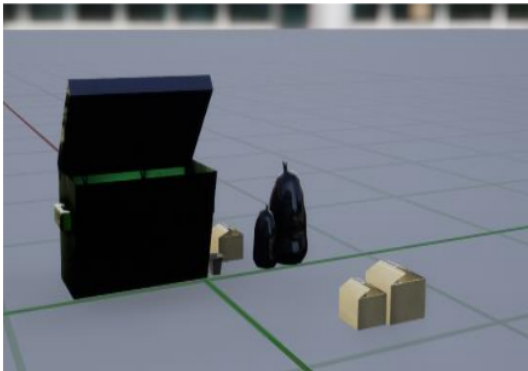
- *Building*



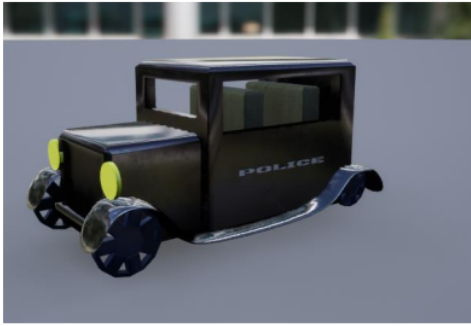
- *Lamppost*



- *Misc. Rubbish*



- *Car*



- *Bike*



- *ID Card*

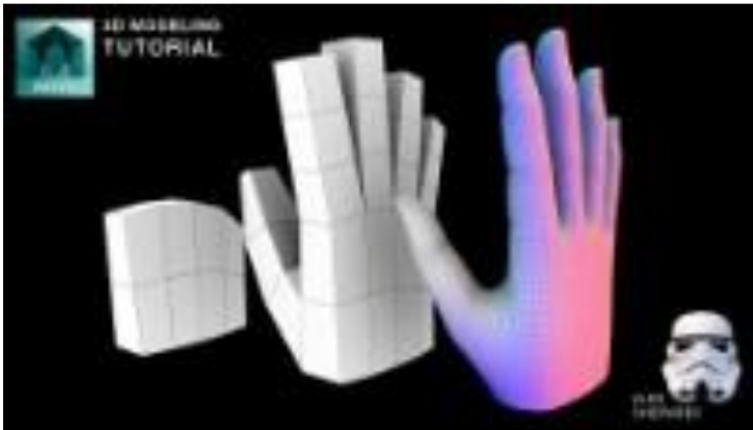


These were some of the assets that I modelled that ended up being used for the final environment as I was able to get them to look decent in the environment as well as having the Car and ID Card interactable so that the player would be able to collect the ID Card as a clue and then would be able to use the car in order to go on to the next location in the game.

There was one model that I made that didn't make it into the final game, which was the hand model I created so that it could either be another clue or it would just be showcasing that something did happen in the alleyway.



But I ended up struggling a lot with texturing and getting the faces to be normal, as well how the textures wouldn't apply properly no matter how much the UVs were changed or remade it would always have the same issue.



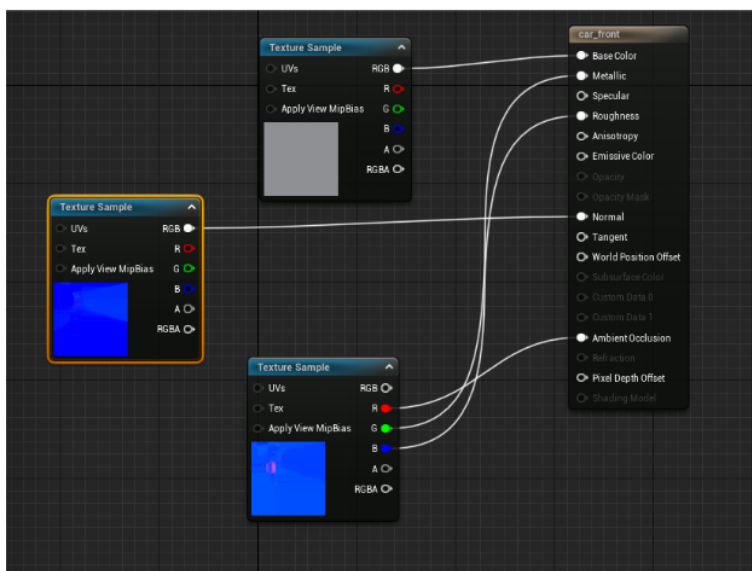
[10]

I did end up doing some more research on how to model a hand so that if I did end up having time after completing everything else or if we were to redo this project again then I would hopefully have a better understanding of how to model a hand or at least be able to understand where I went wrong so that I would be able to fix it if I were to go back to the model.

One thing that I did struggle with when it came to these assets was the texturing. I did have quite a few issues when it came to texturing in unreal since some of the texture sizes were too big which meant I had to re-texture certain things and re-export the texture again with the right setting so that the textures would sit correctly on my assets and that they wouldn't be stretched when they get added to unreal.

I did end up fixing them in the end where the textures would look like how they would in substance painter, however this ended up causing some issues within unreal for a while as the textures were too big and it was causing some issues within the level,

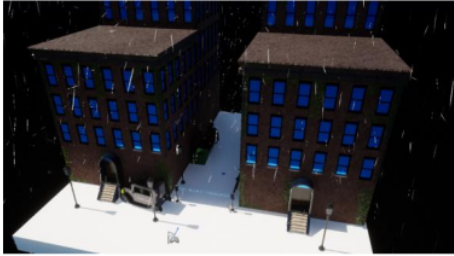
even with the size changes there sometimes to be some lag in the level which wasn't able to be fixed in time.



When it came to fixing the textures, I ended up re-packaging the textures into the unreal packed option before exporting the textures so that I didn't end up with duplicate maps and I was also able to have the metallic and roughness map merged into one.

Unreal

When it came to making the level in unreal, I tried to attempt to make it rain in order to add more atmosphere to it, I would've like to add some fog to it but I slightly struggled with, but I eventually got it working as I was able to figure it out during my extra week so that I was able to get an understanding of how to use the Niagara system in unreal.





[11]



[12]

When it came to making the rain and fog system, I struggled on both of them but for different reasons.

With the rain system I was struggling with getting the collision of the rain to work along side a hugging particle so that there would be rain splashes when the particles hit anything in the environment, however I was only able to get the collision working so it wouldn't appear as though the rain is going through the floor and instead it does appear as though the rain is hitting the floor just without the splash back that I was hoping to include to make the rain appear more realistic and finished, hopefully I'll be able to figure out the hugging particle for next time, if I need to make a rain particle again for a different project.

When it came to making fog, I ended up using the Niagara system for it as well however it was pretty difficult in trying to get the fog to look realistic, when I was making it I struggled with having the collision to work correctly since when the character would move the fog particles would move away from the player rather than having the character to be able to walk through the fog like you normally would. Also for next time I should change the density of the fog so the particles don't appear too separated so that it will actually look like rather than having it look like individual clouds throughout the alleyway.

Conclusion

Overall I think the project went relatively well even though there were quite a few things that I did struggle with during the project. The main things that I struggled with when doing this project was time management, this caused quite a bit of issues such as;

- Finishing assets on time*
- Prioritising the wrong things within the project*
- Spending too much time on something/ not spending enough time on something*

I also struggled with some technical issues in the project such as the rain and fog system as well as the texture sizes in unreal, but I was able to fix some of those issues roughly so that it wouldn't be a bigger issue in the final project.

In the end there are definitely some things that I want to improve on from this project however in total I am relatively happy with how most of the things turned out for this project and if we were to do this project again I have a rough idea of what needs to change and what things I could maybe do again since it worked well the first time I attempted it, such as some of the assets.

Bibliography

- [1] M. Farokhmanesh, "Her story is a serial-style mystery, blending FMV and adventure games," Polygon, 22-Jan-2015. [Online]. Available: <https://www.polygon.com/2015/1/22/7553693/her-story-game-serial-sam-barlow>. [Accessed: 16-Dec-2022].
- [2] S. Suleman, "Life is strange complete season free IOS/APK full version free download," The Gamer HQ - The Real Gaming Headquarters, 04-Jul-2020. [Online]. Available: <https://thegamerhq.com/2020/07/04/life-is-strange-complete-season-free-ios-apk-full-version-free-download/>. [Accessed: 16-Dec-2022].
- [3] "Detroit: Become human | download and buy today - epic games store," Epic Games. [Online]. Available: <https://store.epicgames.com/en-US/p/detroit-become-human>. [Accessed: 16-Dec-2022].
- [4] "Street style, monochrome, New York City, street, black, white, old wallpapers HD / desktop and mobile backgrounds," HD Wallpapers - Desktop Background Images, 02-Dec-2017. [Online]. Available: <https://wallup.net/street-style-monochrome-new-york-city-street-black-white-old/>. [Accessed: 17-Dec-2022].
- [5] "Incredible photos of New York City when it was covered in farmland," amorq.com, 28-Feb-2022. [Online]. Available: <http://amorq.com/article/5271/incredible-photos-of-new-york-city-when-it-was-covered-in-farmland>. [Accessed: 17-Dec-2022].
- [6] G. Moore, Old and new. [Online]. Available: <https://glenn-snapshots.blogspot.com/2010/07/old-and-new.html>. [Accessed: 07-Nov-2022].
- [7] "Genuine victorian gas lamppost," Blend Swap, 29-Jan-2014. [Online]. Available: <https://www.blendswap.com/blend/11635>. [Accessed: 02-Dec-2022].
- [8] D. Deberarr, "Colorful old buildings along Tompkins Square Park in the East Village...", iStock. [Online]. Available: <https://www.istockphoto.com/photo/colorful-old-buildings-along-tompkins-square-park-in-the-east-village-of-manhattan-in-gm960885394-262387550>. [Accessed: 29-Oct-2022].
- [9] A. Coe, "Honda motorbike with sidecar," Flickr, 09-Apr-2012. [Online]. Available: <https://flickr.com/photos/andy-coe/6915782386>. [Accessed: 02-Dec-2022].
- [10] "Easy Hand Modeling Tutorial in Maya". YouTube, 2015. [Alex Cheparev] [Accessed: 01-Nov-2022].
- [11] "Unreal Engine Rain Particle with Splashes using Niagara FX System 🌧️". YouTube, 2021. [CodeLikeMe] [Accessed: 03-Dec-2022].
- [12] "Unreal Engine 5 Mist Particle System". YouTube, 2022. [CodeLikeMe] [Accessed: 03-Dec-2022].

FINAL GRADE

68/100

GENERAL COMMENTS

Instructor

1. Engagement with Literature Skills - 17/25

There is a good amount of relevant research present, looking at games with a sci-fi background. I'd liked to have seen more historical reference to the work in terms of games chosen.

Research and methods of research are analysed and reflected on. Well done.

IEEE referencing used with Bibliography. Good job.

2. Knowledge and Understanding Skills - 19/25

There is advanced knowledge of the topic evident in not only the modelling techniques shown but the use of blueprint based particle systems in Unreal. Well done.

3. Cognitive and Intellectual Skills - 17/25

There is a good level of self analysis evident with an honest look at your own workflow and place/your role within a production team. Good job.

4. Practical Application Skills - 7/10

Document is well presented with good formatting.

5. Transferable Skills for Life and Professional Practice - 8/15

Use of cover page and headings is good. Perhaps addition of a contents page also?

PAGE 1

PAGE 2

PAGE 3

PAGE 4

PAGE 5

PAGE 6

PAGE 7

PAGE 8

PAGE 9

PAGE 10

PAGE 11

PAGE 12

PAGE 13
