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Self-reflective Evaluation
Creative Practise 2 (M4X01558)

Self-reflective Evaluation

Overall I'm fairly happy with how this project went, I feel like the group diorama went well in terms of the final product and also teamwork and communication. My game level could have had more to it but because I didn't allow myself enough time to learn more about Unreal Engine and how to design my own mechanics, I couldn't fully create what I had imagine but I did like my game concept.

With research me and my teammate decided that it would best if we actually went and visited some museums so that we could actually see these objects from the 1900's in front of us and have gain a better understanding of World War. We ended up visiting Swansea Bay War Museum which was a great experience and by doing this, it motivated us and inspired us to work on the project a lot more than if we had simply image searched on Google. While there we took various photos so that we could reference back to when modeling our assets. This sort of activity is something I definitely want to do again in future projects as as well as being informative and educational it was also good for boosting morale and was a great way to improve team building.

While creating our diorama I felt that overall our communication was good, we were able to have meetings and talk about the project outside of classroom hours and during easter holidays we could continue to work on the project and show each others progress to one another. The only set back we encountered during the project was in the beginning when my teammate wasn't available during the beginning/planning stages and we had to wait a couple of weeks in order to completely start but even so we were still able to keep on track with workflow.

During production, we encountered a problem where my teammates uv unwrapping was not working properly and texturing was problematic for him. So in order to counter this we decided that instead I would unwrap his models and he would do some extra modeling in order to keep the amount of work as balanced as possible. By doing this it also allowed us to work more as a team as when we originally started we had split the work by me doing the top part of the diorama and him doing the bottom and we hadn't been communicating as much, but because of this issue it required us to update each other more often which was very beneficial.

I think our time management was also okay, however it could have been better as during some of the last days on us working on the diorama we were in a crunch mode which could have been avoided if I had planned ahead more and allowed myself more time inbetween days to work smaller amounts spread out instead of big amounts in shorter bursts.

After finishing our diorama as a group, I then moved onto working on my individual game level. I couldn't introduce a lot of the mechanics that I originally wanted for my game idea due to my lack of time management and skill in Unreal Engine. I should have taken my learning into consideration and given myself more time to learn more about the nodes and the time to just play around with it and see how things worked and why. This is something I will need to improve on in the future in order for me to be more happy with my end result and to produce a game level that represents something more similar to my idea.

However even though I was unable to produce a more solid, working game level I am happy with my overall concept for a game as to me it seems like an interesting idea that I could maybe pursue further during my free time. As a game I think it would work even better if it could be taken into VR as interacting with the room and objects and being inside the game in this way would be interesting.

Another hindrance I found while making my game level is that because I didn't have enough knowledge on strategy games my concept suffered. More research was needed so that I could fully understand the type of content I was wanting to create and so that I could develop my idea further and discuss more about how the mechanics of the strategy element would function and integrate into the game.

However in terms of learning Unreal Engine I think I need to bring myself back and work on simpler game design projects so that I can learn the basics and pull these off well and then start diving into something more difficult like this, because by me diving into an idea like this, it meant that because my skill level was not good enough to take on this sort of game it led to me not feeling as satisfied and happy with the end product. So I need to really give myself more time and put in more effort into learning Unreal Engine so that I can grow as a developer and eventually achieve my own personal goals.

In conclusion I'm pleased overall but I still need to improve on a lot of aspects in my workflow mainly time management as this led to me rushing certain parts of the project which could be avoided if I had set a very clear plan on when and what I was going to work on on certain days. In future I will keep this in mind and create a system in place for me so that I can make sure I'm working more smoothly. Another main thing I could improve is finding more resources and tutorials about Unreal Engine to increase my understanding of the program and improve my skills.