The pro_phet

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At start

- When we heard the topic of the game we just started brainstorming
- Our initial ideas were:
  - A platformer that had a wave in the middle which would alter the game somehow (ie. changing the controls and scenery)
  - A building game where you had to protect your coastal city from bigger and bigger waves
  - Moses that would alter the waves to defeat his enemies
- We obviously ended up with the last one, which was initially a combination of two of our ideas

Experience of the group

▶ Everyone from the group is a second year student of Computer Science in LUT and knew the basics of programming, but..

▶ Everyone else except for Roman had little to no experience from game development or 3D modeling

▶ Elmer, who did the music and sound effects, had 6 years of experience from making music as a hobby

Tools and development methods

▶ We used Unreal Engine 4 as our engine because:

  ▶ Roman was the only one with any idea of how game developing would go out, and he preferred the engine

  ▶ It would be easy for him to teach the basics to the rest of the group

  ▶ The interface for Unreal Engine 4 seemed really simple and easy to learn

▶ We used Adobe Fuse CC in 3D modeling because:

  ▶ It was easy to use

  ▶ It worked really well with Unreal Engine 4

Character models and the playground
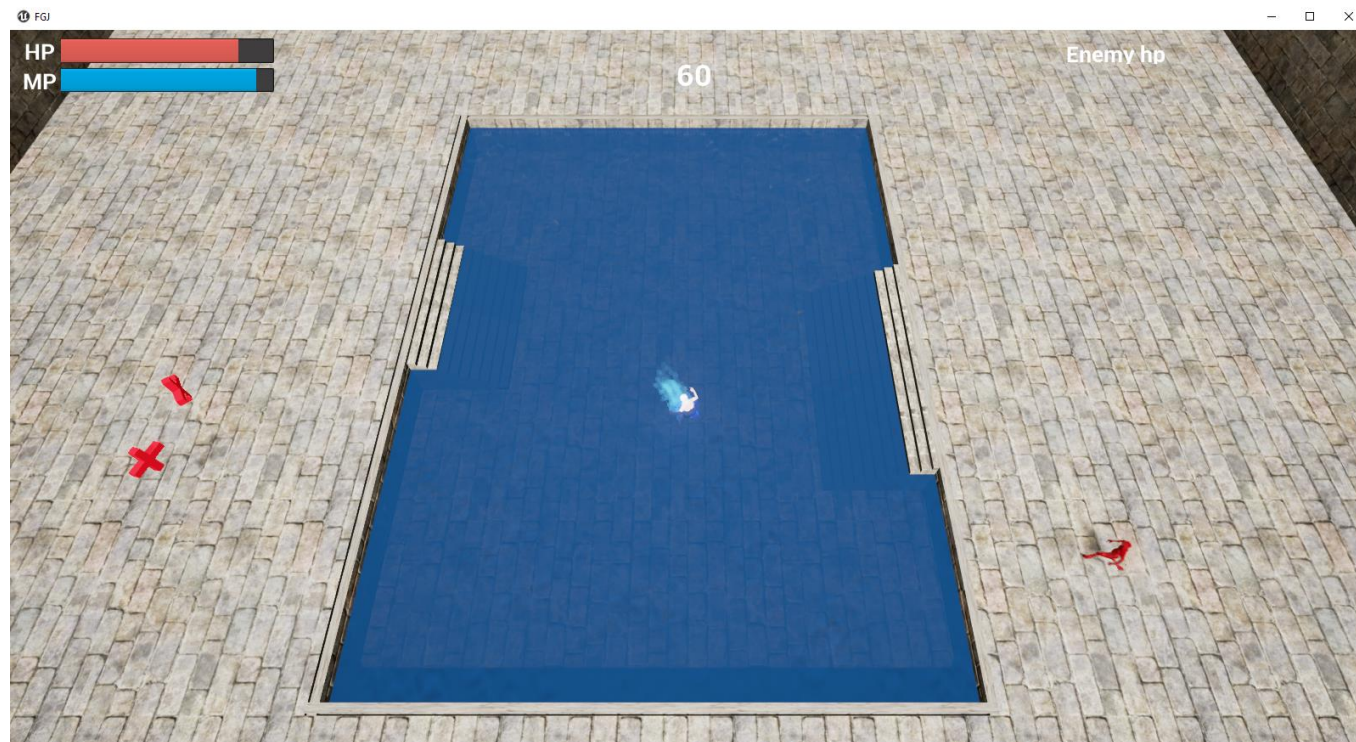
The most important objectives

- Obviously due to the topic of the game being waves we started to develop the game around that idea
  - The main characters most powerful attack would be a wave spell
- We didn't really have any field that we wanted to focus on, but rather we gave different people different fields to focus on
  - Graphics
    - Three of our guys focused on making the waves the special effects and the models while doing other minor stuff
  - Gameplay
    - Roman pretty much worked mainly on this, but also other stuff
  - Sound
    - Elmer was working on the music and sound effects until they were done, after that he started helping others

Methods of development

- Our goal for the weekend was learning to use the Unreal Engine, therefore we didn't choose any fancy systematic software development methodology.

Orginal idea | Actual game

- As the time was limited and a lot of our time went into learning UE, some things got lost in the process.

- After all we got pretty close to what we were going for.

- Originally we imagined Moses manipulating the water material and creating waves like that with superb physics.

  - Didn't quite get there, but hey: Moses still makes waves!

Difficulties in the project

- The most difficult part was probably creating the wave and trying to make it look realistic

  - The mathematics behind the scenes that make the wave do wave stuff

  - Water material

Our preferred game engine / tool

- The Unreal Engine 4 felt really simple and easy to get into
  - Graphical code
  - Guides
  - As our group didn't have much experience in game development, UE was kinda our first touch into it. We definetly prefer it over the traditional tools.

Designing the game architecture

▶ After having the original idea it was pretty clear what we are going for.

▶ If we had ideas or features to add we'd just mention about it to the group and discuss whether we should implement it or not.

Further development ideas

- More depth into the game
- Different monsters
- Powerups
- Items
- More levels
- Work on the physics of the water

If you were to redo the demo completely, what would you do differently?

- Using our time more efficiently
  - At first it seemed like we had way more time than we neeeded, so we ended up wasting that time on unnecessary things
- Now that our group members have the basic concepts of the engine, we'd be able to be more efficient without having to ask for help on simple tasks

Music and Sound Effects

- We used FL studio and it's preset packs for the main soundtrack, and added in some sampled vocal chords.

- We aimed for the music of the game to be evolving and it should have religious aspects

- Sound effects for the game's actions were done with FL studio multisampling. (some of these sounds got somehow bugged when trying to import them into the game.

Open feedback on the Game Jam event, this course, or anything related.

- We enjoyed the event, and will most likely attend next year aswell with more experience
- We learned a lot!