



THE NAME OF THE GAME

BY PARKER SASSE AND DANNY BOLAND

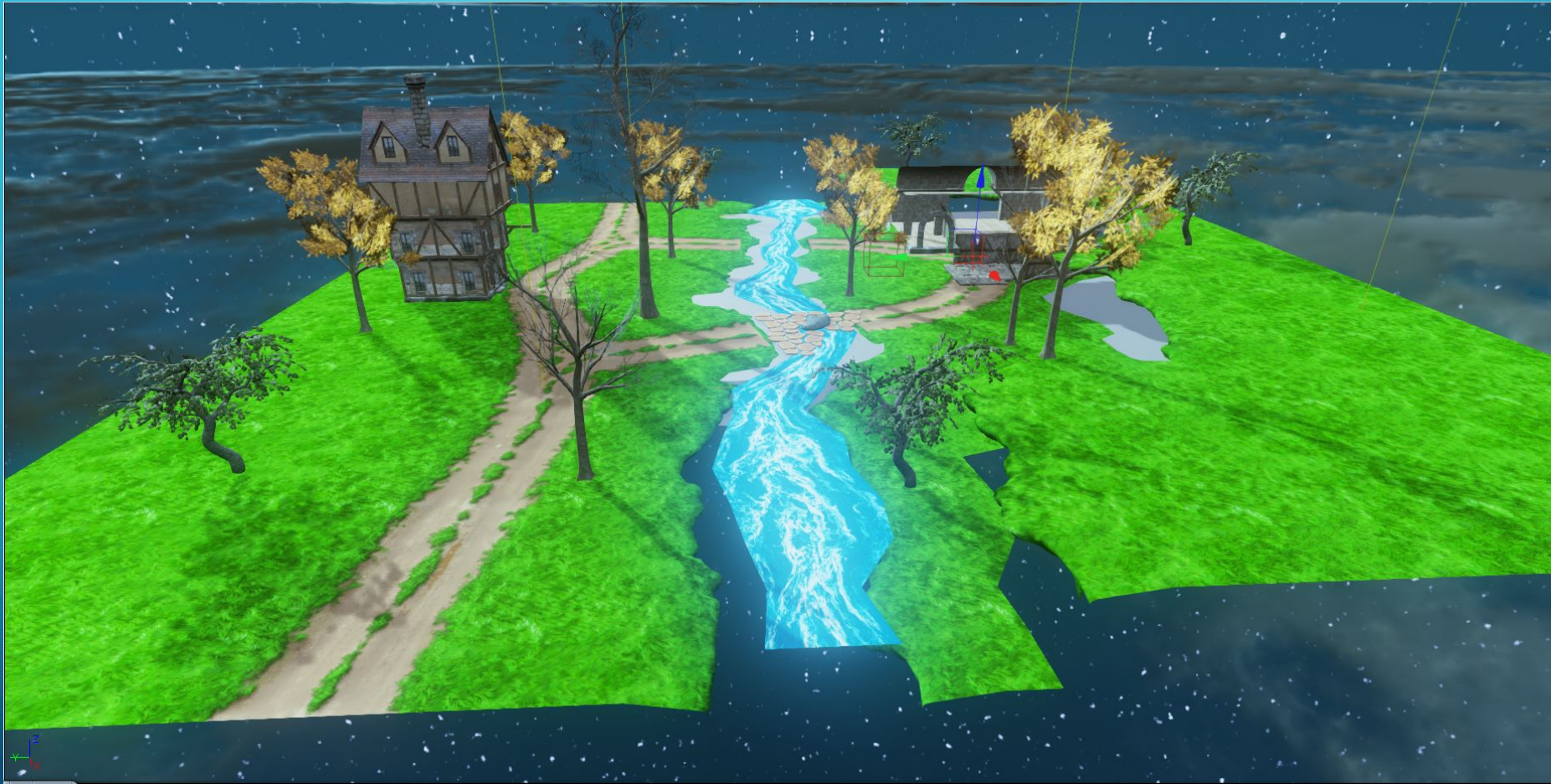
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Unreal Development Kit



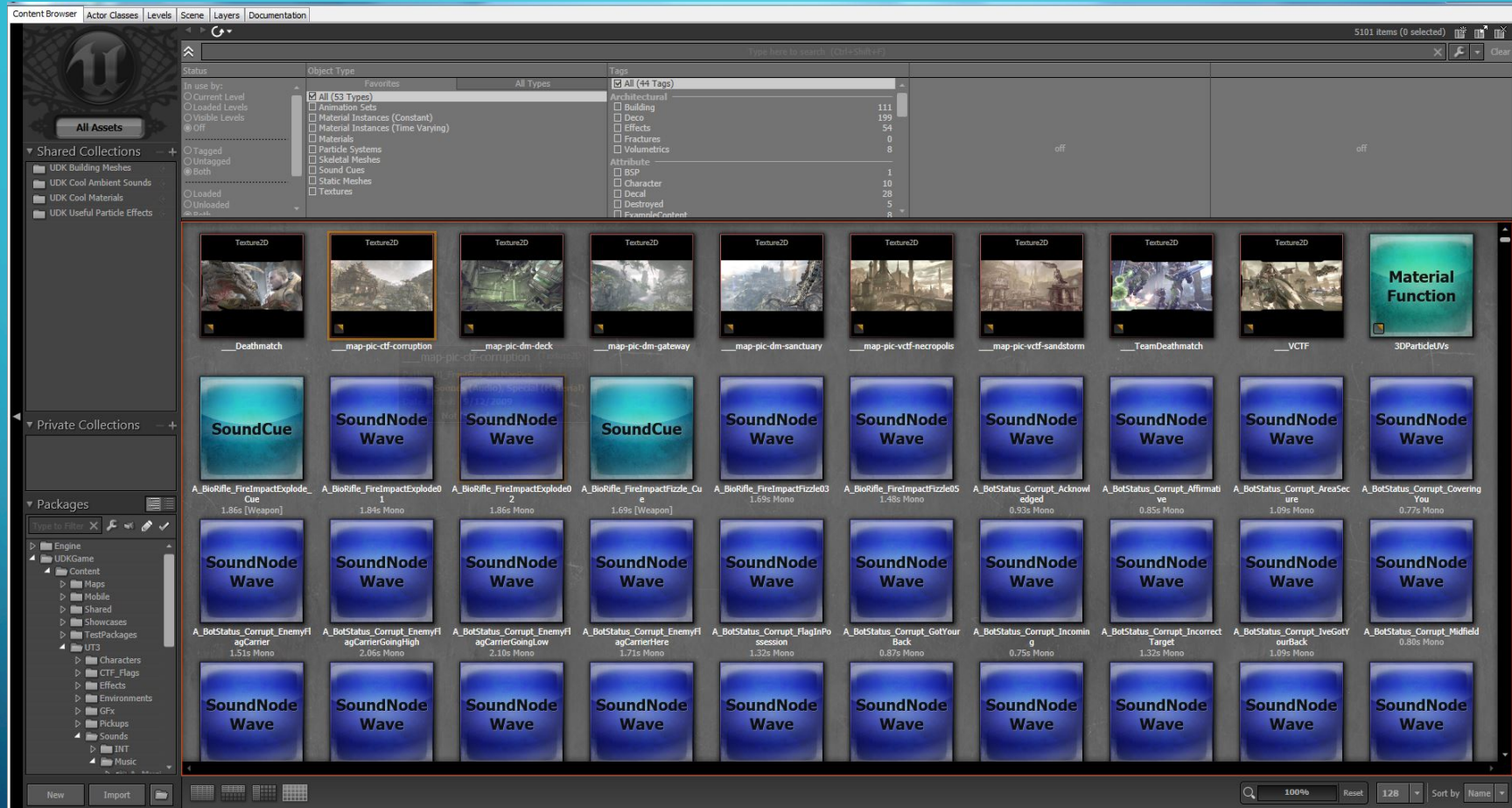
CREATING A SETTING



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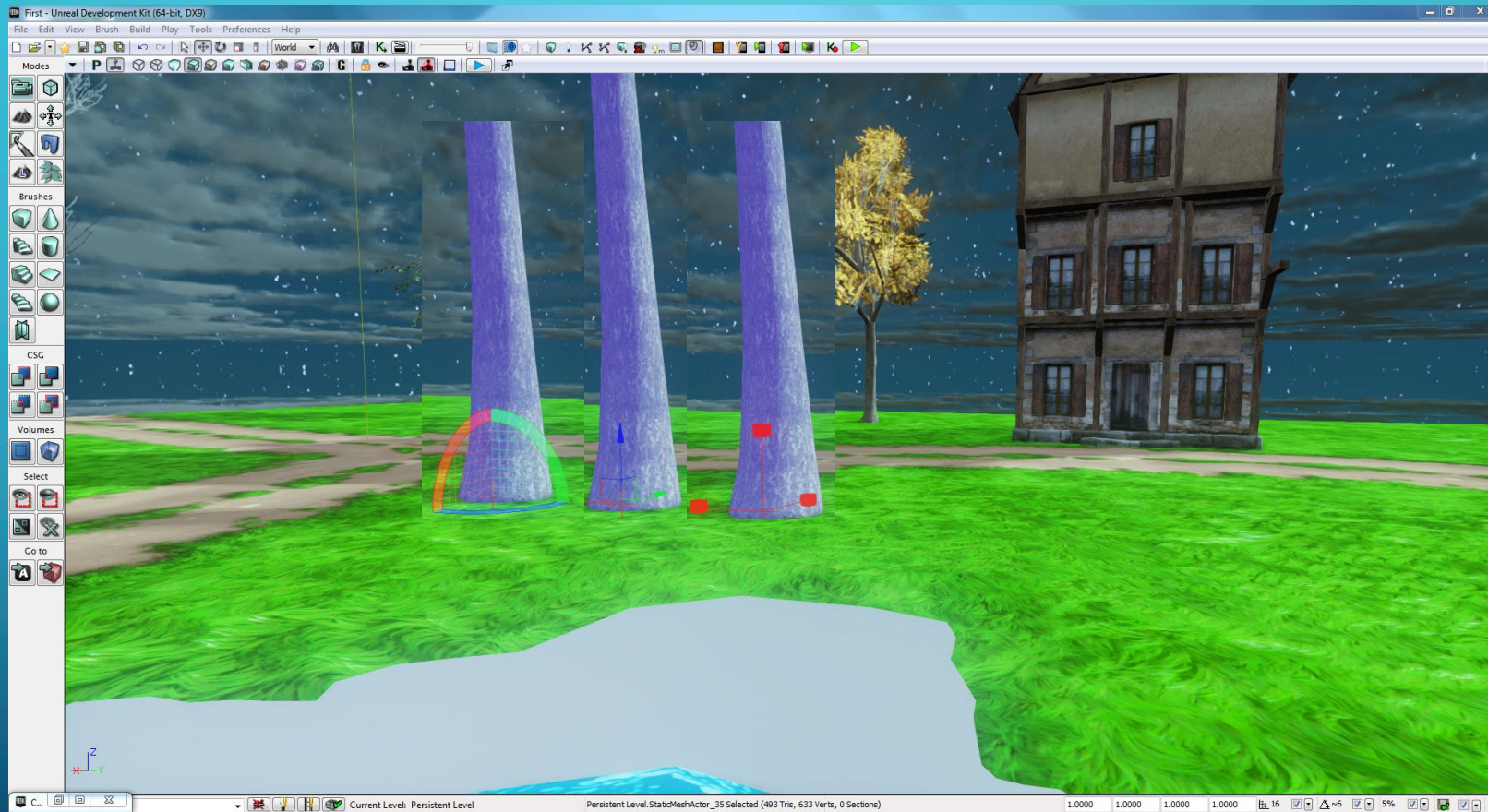
ADDING OBJECTS, SOUNDS, OR EFFECTS



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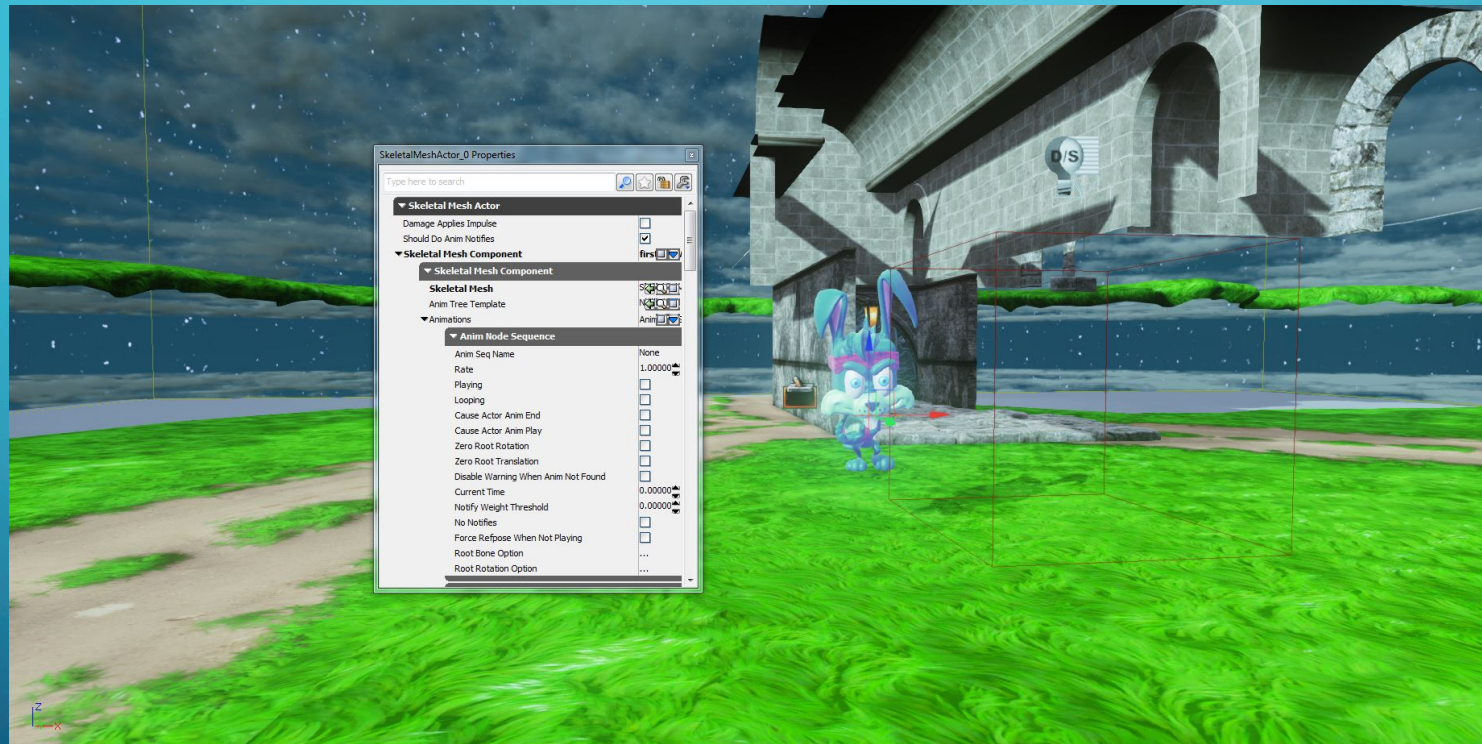
MOVING, ROTATING, AND SCALING OBJECTS



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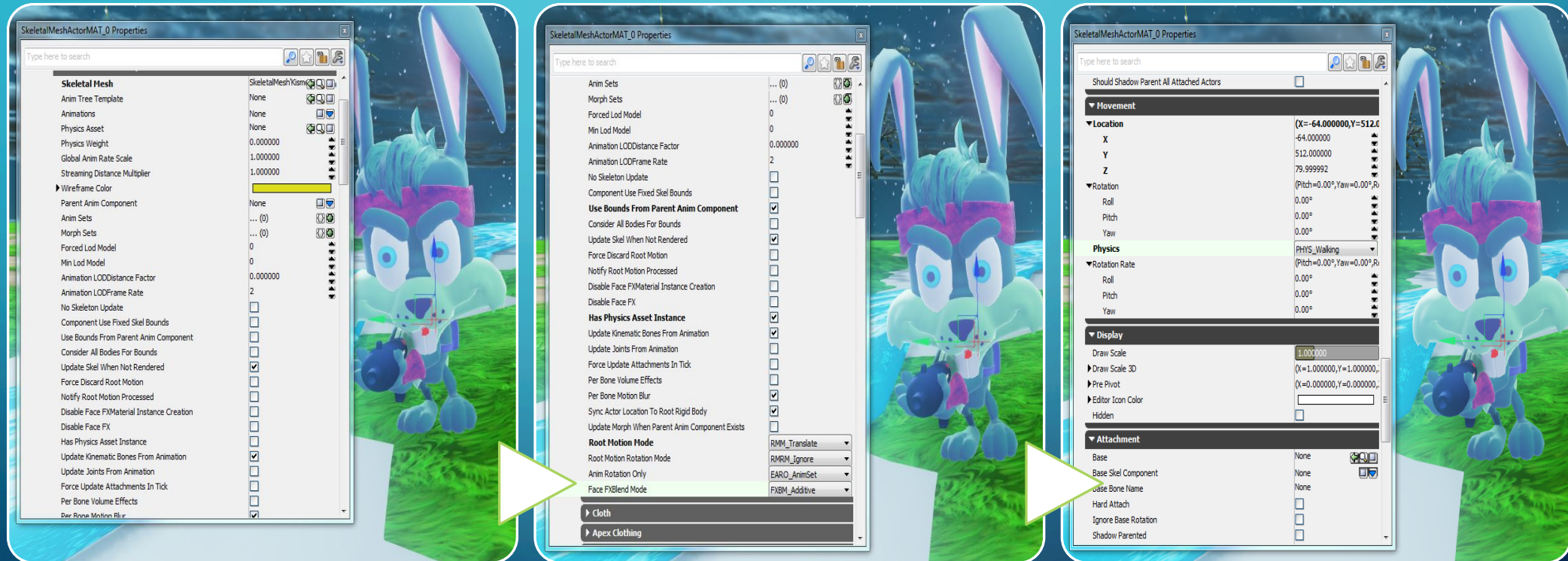
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EDITING AN OBJECT



EDITING A CHARACTER

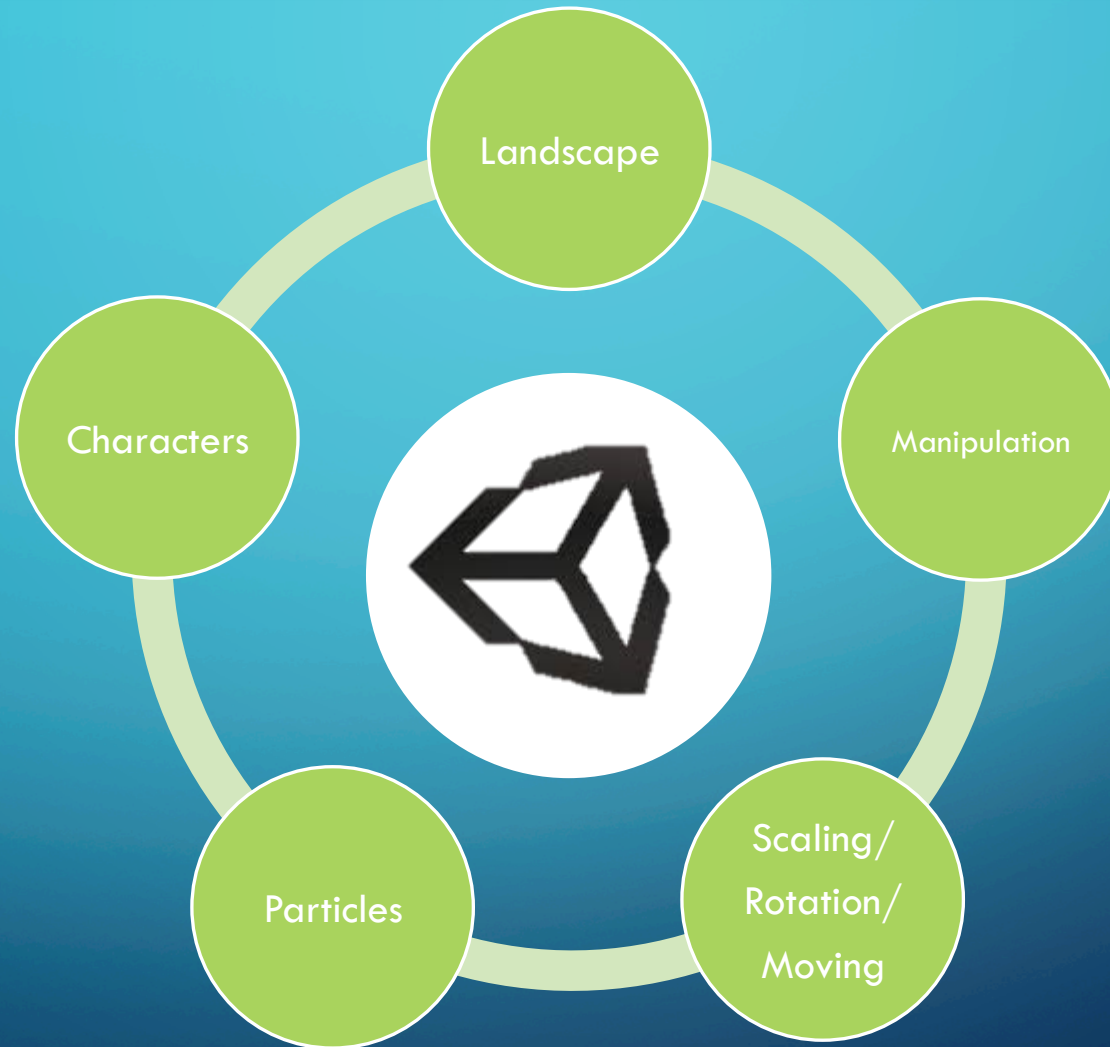
<http://www.3dtin.com/>



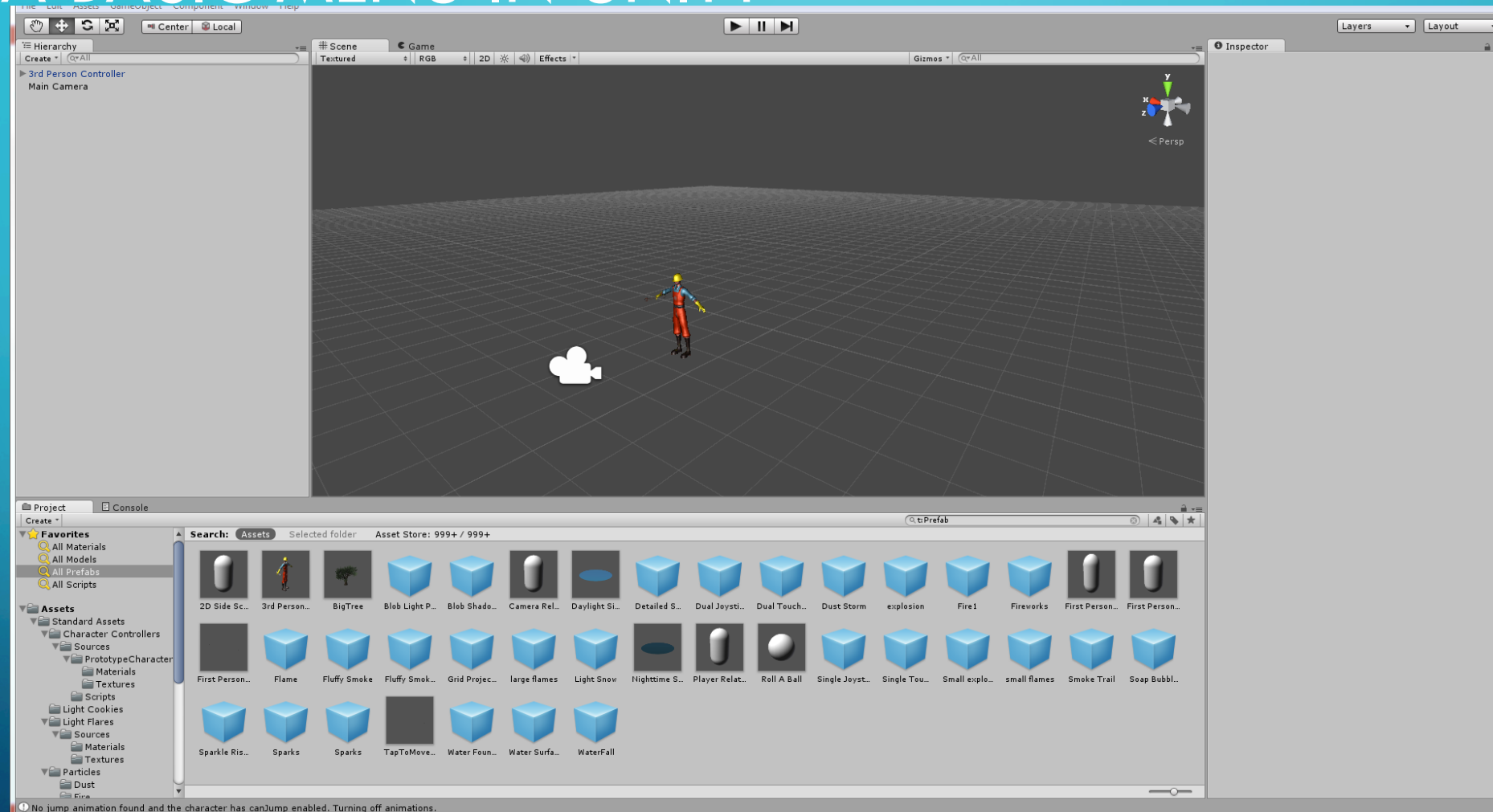
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Unity



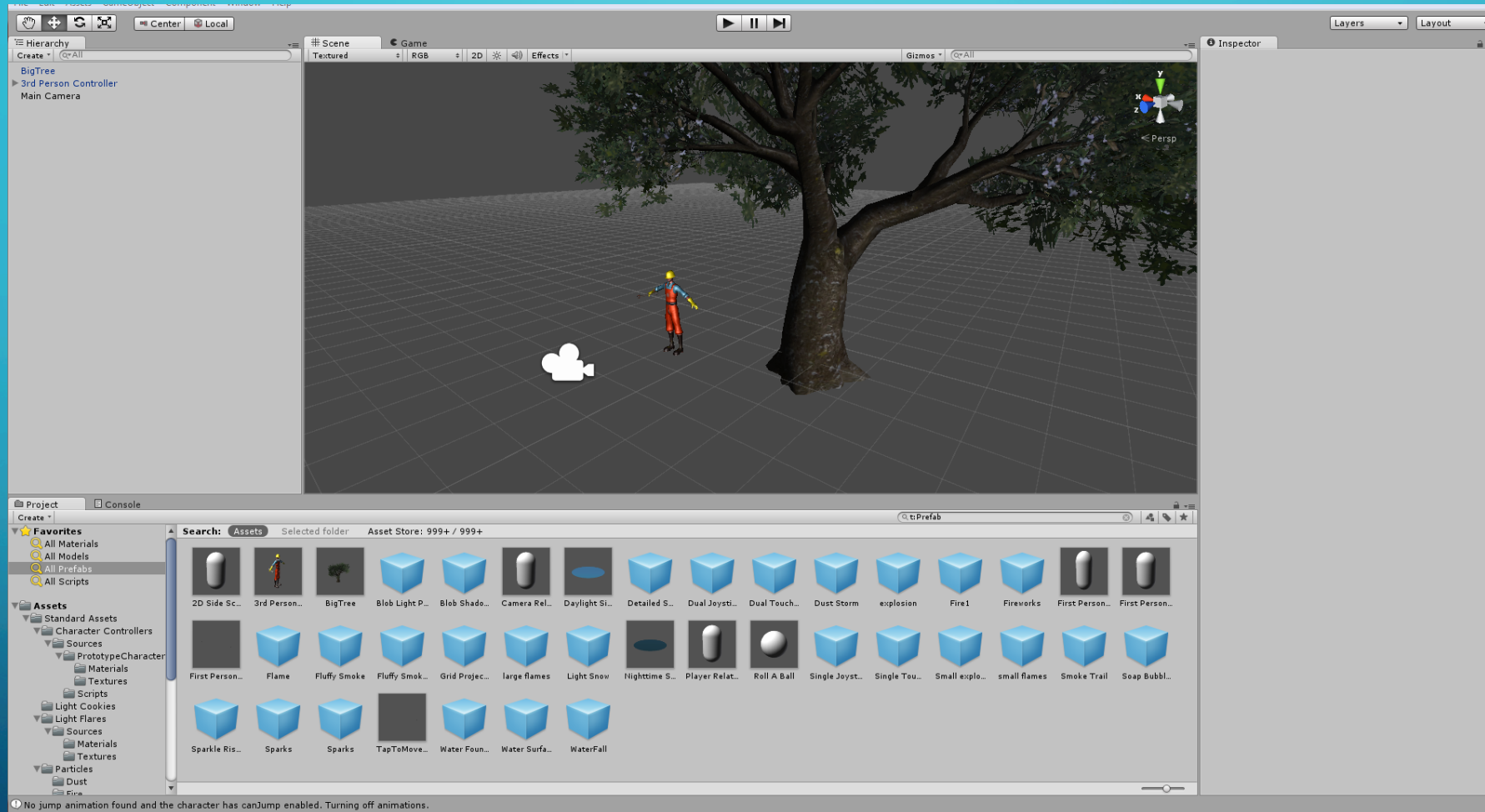
A BASIC MENU IN UNITY



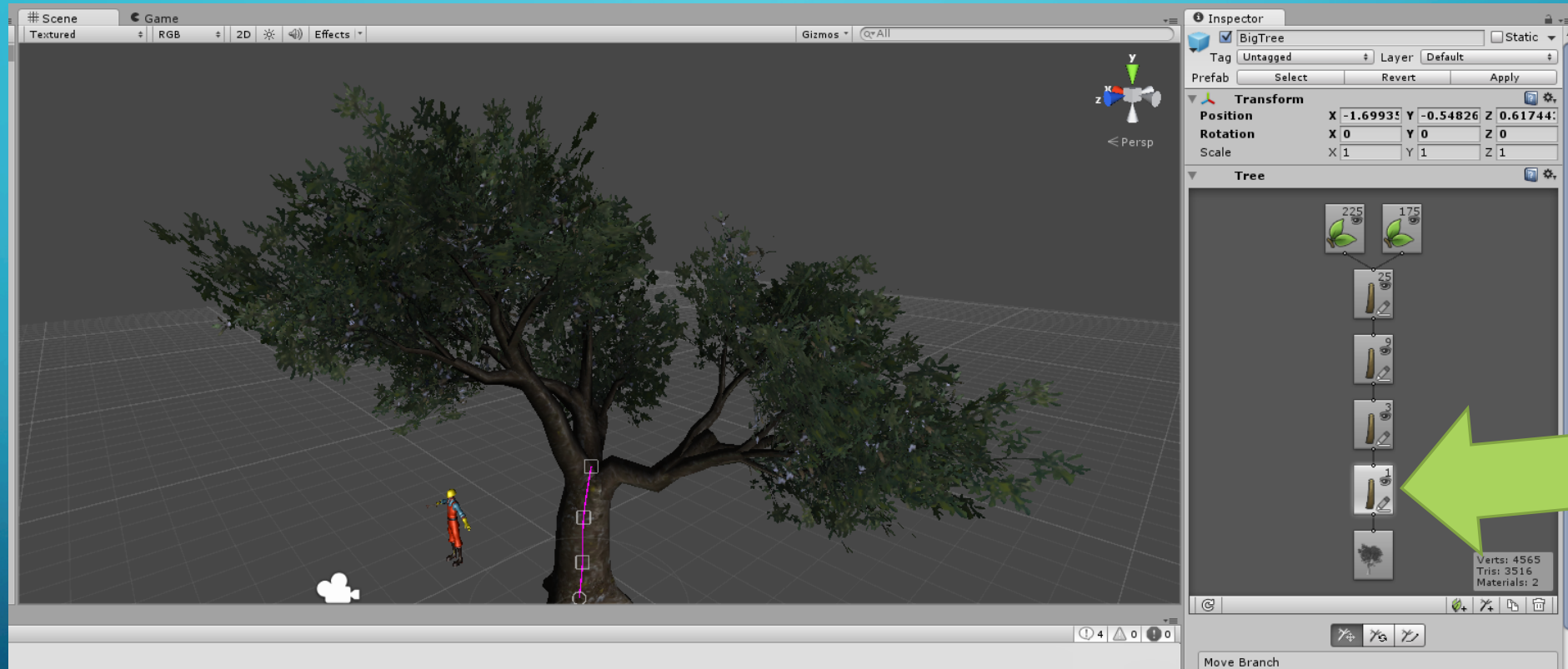
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INSERTING A TREE INTO THE WORLD

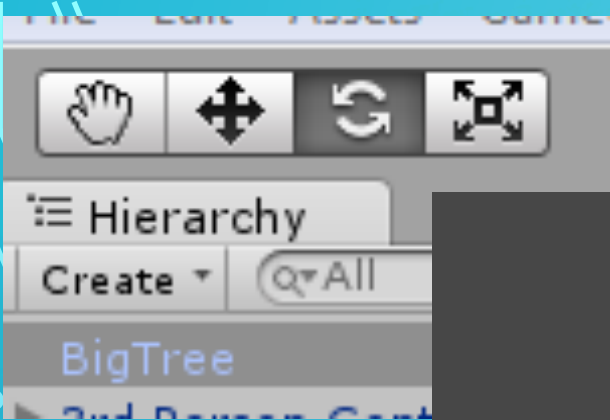


SELECT SECTION OF OBJECT TO EDIT



MESS WITH THE TREE!!!

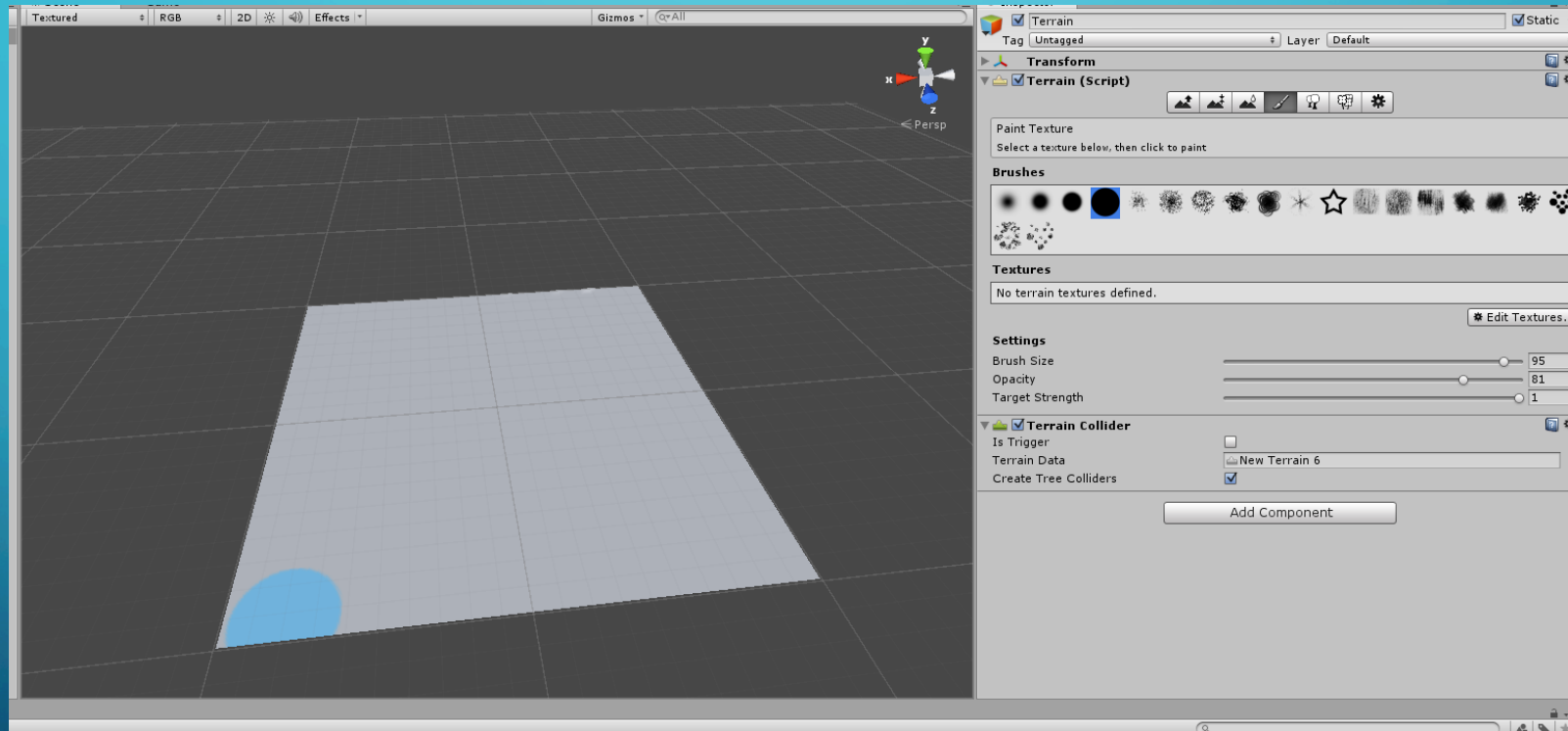




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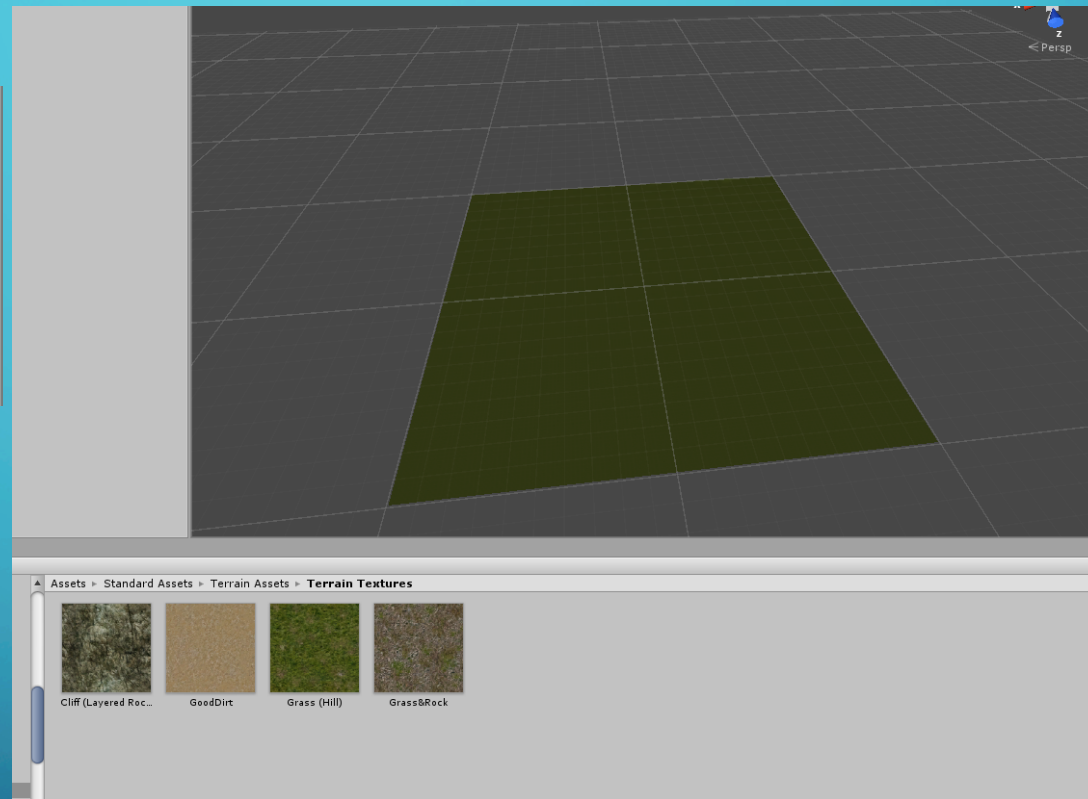
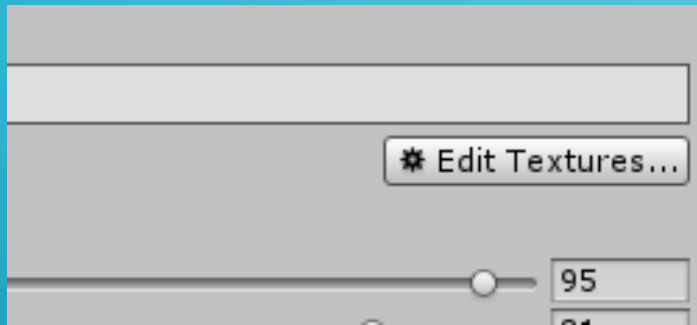
NEW TERRAIN



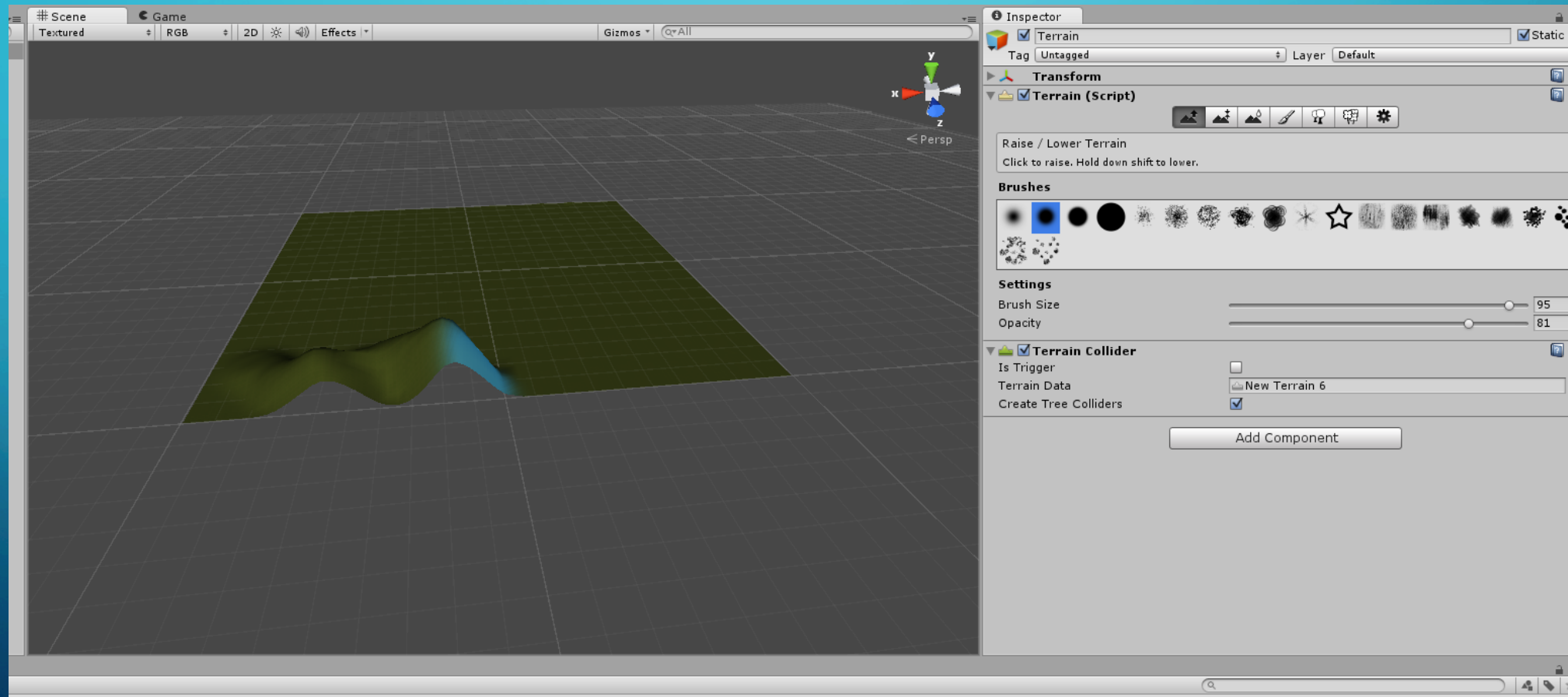
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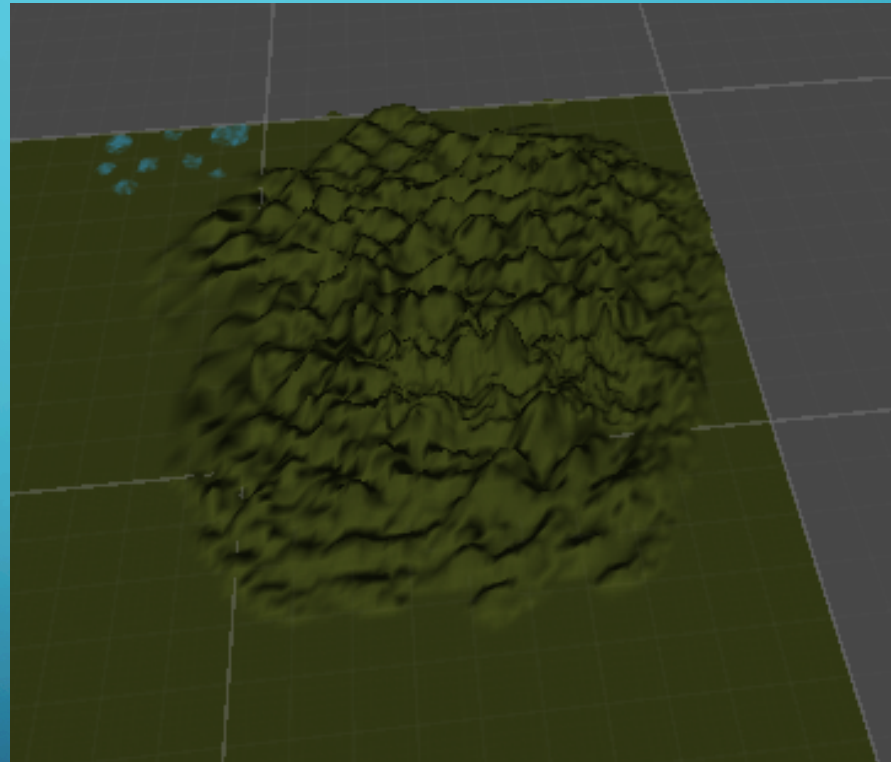
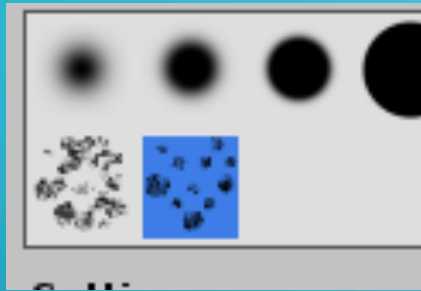
TERRAIN TEXTURE



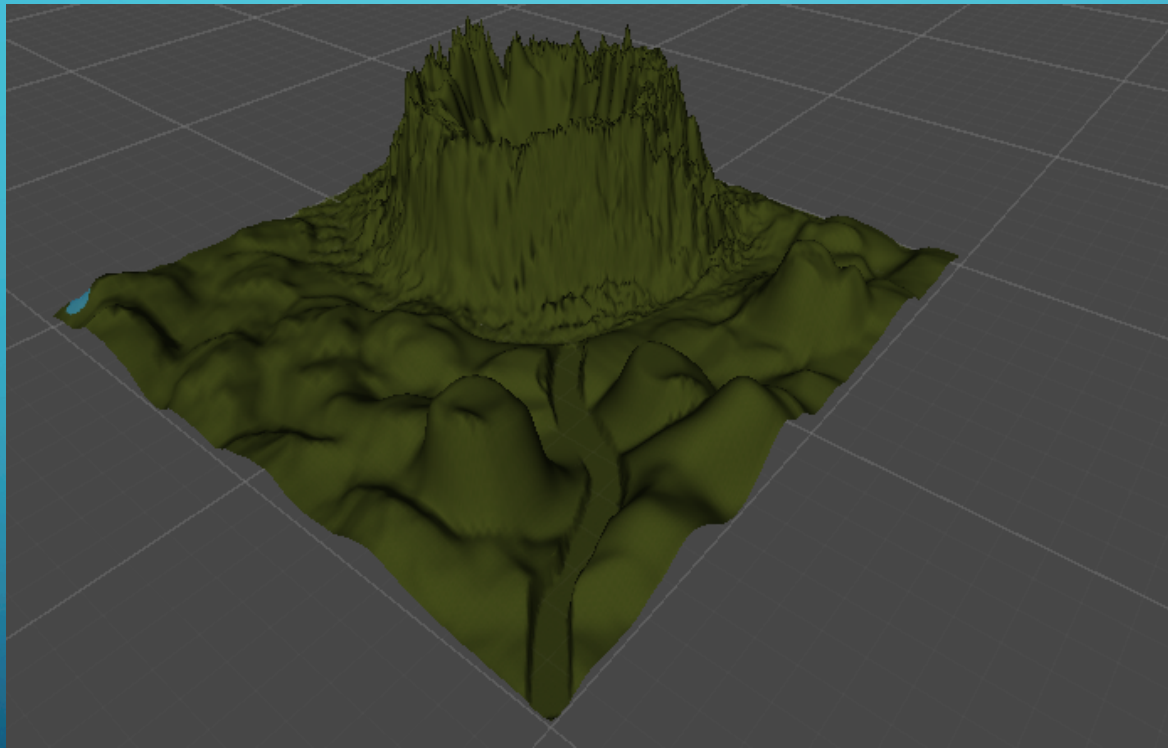
TERRAIN EDITING



TERRAIN PAINTBRUSH TYPES



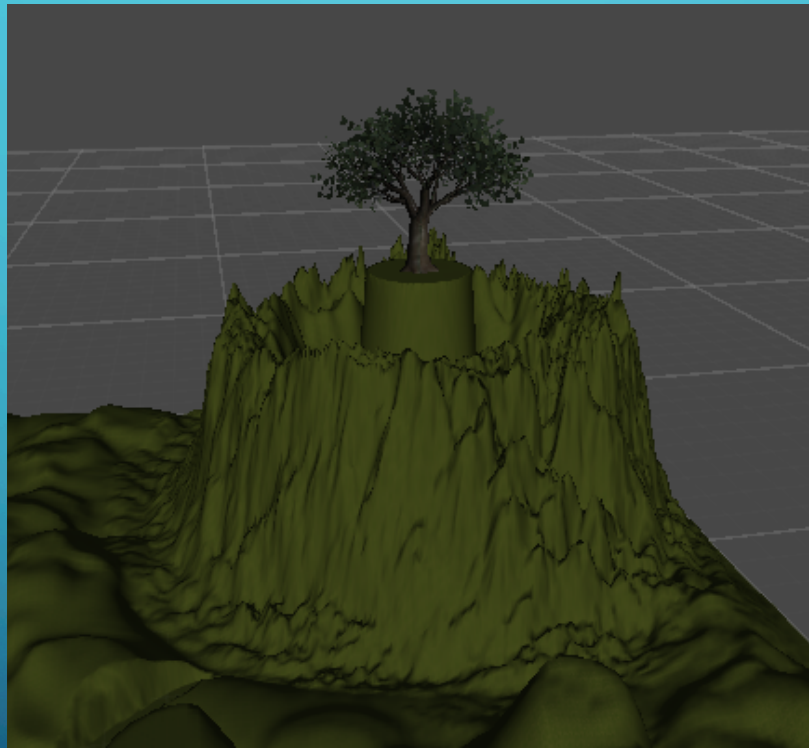
A LITTLE MORE EDITING AND...



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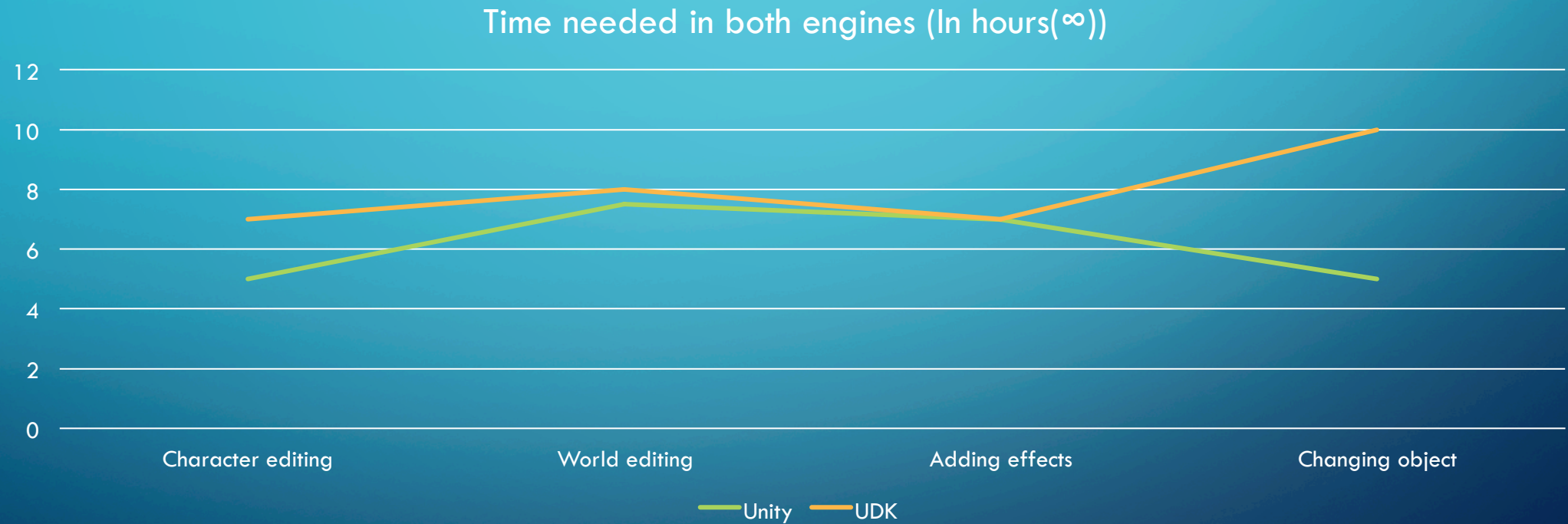
ADD SOME OBJECTS AND YOU HAVE A MAGICAL TREE IN A VOLCANO



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TIME CHART



DIFFERENCES BETWEEN UNITY AND UDK

Unity	Unreal Development Kit
More detailed character/object editing (#11)	More options for importing designs and objects
Better animation settings	More settings and categories for editing (#7)
Hierarchy with objects	Free placing and moving
Not very many importable objects	More materials for changing objects
http://www.youtube.com/watch?v=g5QFW12utdU	http://www.youtube.com/watch?v=tb9zkYr9sf4

Q AND A

Q: What were the successes of the project?

A: We learned the basics of game making from a development kit. While we were not able to create a fully functional world, we successfully created 3D environments which included terrains, models, and player models.

Q: Was there a point where you had to stop and readjust the project on a grand scale?

A: Yes. A few weeks into the Genius Hour, we realized that our original goal of making a complete game was practically impossible with the time allotted us, so we simplified our goal to making a game world and learning about game development kits.

PT 2

Q: Were there any hurdles you had to overcome?

A: Our biggest problems included trying to get the software onto the computers (thanks admin), attempting to understand the complex layout of the programs, and giving life to the character models with animation. We got 2 out of 3, so we're content.

Q: What were the weaknesses of the project?

A: The central weaknesses of our plan was the lack of time needed to take on a project like this, and our complete lack of experience with game creation.

PT 3

Q: What was the most important thing you learned throughout your project?

A: Two things. First, don't take on a 100 hour project in approximately 10 hours. Second, we learned the complexity involved in making a game and getting personal experience with the software.

Q: If you were assigned this project again, what topic/goal would you choose?

A: We would probably try to just create a full environment instead of trying to accomplish the creation of a game with characters and animations.

WHAT DID WE ENJOY MOST ABOUT THE PROJECT?



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SMART GOAL

Specific - Comparing 3D design sites including 3DTin, Unity, Unreal Engine, and Sketchfab.

Measurable - Amount of features and effects that we were able to master in each one.

Attainable - Create a basic world for a videogame that allows us to learn and understand 3D files and programs. If time allows, a basic video game may be produced.

Realistic - We can narrow down the 3D file formats that are compatible with each other and that are most useful for a basic video game.

Time-Bound - At the end of every 6 weeks, we have more information and more knowledge about file formatting that we can share with the class.



DID WE MEET OUR GOAL?

NO.

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