Breda University of Applied Sciences

Learning Log 2022/23 Y2D
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How to use this template

As a student at Breda University of Applied Sciences studying to become a professional game developer within the International Game Architecture and Design (IGAD) study program you are required to provide evidence that demonstrates your professional learning and growth during the block. This template is intended to provide you with a well-structured and organised format for doing this effectively.

In the following slides, you should report what you have done for each ILO (Intended Learning Outcome) by collecting evidence regularly. You should show in-progress work, add screenshots and videos where appropriate, provide links to external documents if needed, and summarize the feedback on progress made.

You're free to use more than one slide per ILO.

Please use **hashtags** to tag your story. This makes important information easier for teachers to find. For example:

- **#W1 #W2 #W3** etc.– to label in which week you've worked on what
- **#Feedback** – for feedback received by staff or fellow students
- **#ActionPoint** – for personal action points, following from feedback or experience
- **#Reflection** – for your personal reflection on the block

1

As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

A note on my organization: I added my weekly reflection into ILO 1, as I felt they matched with the Jira sprint information as a recording of what I did over the block. Each sprint is split into their own section, with weekly reflections and standups first, followed by Jira and sprint information. I additionally placed each sprint retrospective after my weekly reflection, as I felt this made the most sense following my custom structure. This means that despite this section being called ILO 1, there is the ILO 2 sprinkled into the mix.

ILO 1

Planning

As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

SCRUM Process

Macro Planning 1

On the Monday of each new sprint, the leads would gather and view the backlog to choose user stories for the coming sprint. This involved creating a Definition of Done for chosen user stories and time estimates for each subtask.

Micro Planning 2

After the macro planning, each strike team would take the user stories and fill them with subtasks. Each member would help with the DoD and time estimates, and if required, adjust the macro user story to better fit the direction of the strike team.

Sprint Start 3

When the sprint planning was finished, the producer Denise would start the sprint.

Daily Standups 4

At the beginning of every workday, each strike team would begin with a standup to go over what every member worked on the previous day and what they plan on working towards today. The standups were excellent gauges of how the strike team was progressing and if any members were blocked.

Build Review 5

At the of sprint 1, 2, and 3, a build review was conducted so the team could see the complete project and stay up to date its features and any issues.

Sprint Retrospective 6

The team would gather after the build review to hold a group reflection on the good, the bad, and the ugly (action points).

Sprint 0

ILO 1

Weekly Reflection

As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

[#W1] Week 1: Events

Monday

- Meet the new members (three of them)
- Iteration on team contract
- Choose the leads and producer

Tuesday

- Prepare for sprint 0
- Make user stories

Wednesday

- Start sprint 0
- Research on marble runs

Friday

- Empty LD guild cause King's Day
  - Portfolio
  - Level design map

Week 1: Learning

- How a sprint setup works
  - User stories and subtasks, and how they built up the meat of a sprint
- How to use Jira, as it is my first time with the software
- How reliant of the level strike team was on the character strike team to complete their work

Week 1: Action Points

- [W1] Involve myself more in sprint planning, now that I understand the basics.
- [W1] Keep up to date with the character strike team, so the level strike team can give feedback and help where possible.

ILO 1

Weekly Reflection

As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

[#W2] Week 2: Events

Monday

- Sketches

Tuesday

- Sketches
- Discussed what we could do with the level with LDers.
- Node graph v1

Wednesday

- Node graph v2

Thursday

- Feedback workshop
- Level sketches
- Sprint Retrospective (good, bad, ugly)
- Set up Jira dashboard

Friday

- LD guild
  - Race track design

Week 2: Learning

- How much I dislike doing level sketches, which I think is because they feel worthless to future product when the character functionality is still unclear. I talk about this more in ILO 3.
- How to make a node graph
- How sprint retrospectives work
- To not underestimate the importance of Jira.
- Using 4 step level design

Week 2: Action Points

- [W2] Make sure I keep up with Jira instead of float along. Manage my Jira dashboard and what tasks are assigned to me, as well as generally learn the platform.
- [W2] To not feel bad about not knowing how things work and just ask for explanations.
- [W2] Look more into level design techniques that level designers use here (ie node graphs and 4 step level design) to understand their usefulness.

Previous Action Points

- [W1] Me and Ido kept up with the level team by going over and checking out what Jey and Jack were making to get a better understand of how the character was playing for out level sketches.

ILO 2 Collaboration

As a team member, **I seek out and give feedback** so that we can improve the team's collaborative processes.

Sprint 0 Retrospective

The Good

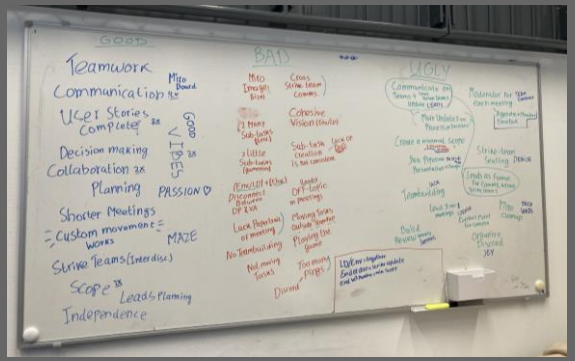
- Great atmosphere, everyone has good vibes
- Meetings have gotten shorter (from last block)
- Completed all the user stories for the sprint
- Leads have planned sprint well
- Scope seems possible
- People are interested in the project

The Bad

- Subtasks were inconsistent across the strike teams, some needing more, some needing less.
- Incorrect subtasks usage in Jira
- Little communication between strike teams
- Lack of a solid paper trail for others to follow
- Lead meetings go off topic often.
- We never actually played the game
- Vision conflict (Env/LD)

The Ugly

- Cross strike team communication (make milestone announcements)
- People should sit in their strike teams
- Moderator for meetings that timeboxes and notetakes.
- Producer should present Jira pipeline to whole team
- Miro and discord server should be cleaned up.
- Definition of Done



Comments

The sprint experience was a positive one, but there is definitely room for improvement. As a level designer, there was a lack of what felt like to me significant progress on the LD front as our work hinged on a finalized character controller. This feeling may have also been the case of Ido and me working on separate tasks, and only reviewing each others work after it was done. I also lacked knowledge of what the character team was doing most of the time, which would have been important to know. For the next sprint I want to be more active with knowing what if happening in the other strike teams and also try to work more closely together with the other level designers to combine our brainpower for more ideation.

ILO 1 Planning

As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

Sprint 0 Backlog End

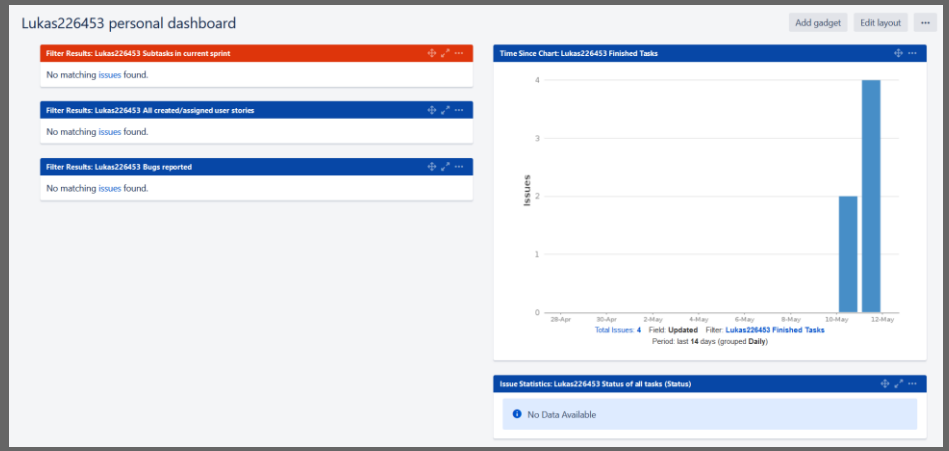
Sprint 0: Scope Lock 22 issues ACTIVE

+1 ••• 25/Apr/23 5:22 PM • 09/May/23 5:22 PM View linked pages

Lock the project scope and start working on essential features and content.

PAN-22 Scope lock presentation	Project Management
PAN-15 Set up Perforce	Build pipelines
~~PAN-40~~ [Gameplay] Research gameplay features	Level Functional
PAN-41 [Gameplay] Decide on gameplay features	Level Functional
PAN-42 [Gameplay] Create gameplay feature documentation	Level Functional
~~PAN-52~~ [Character] Transforming	3Cs Functional
PAN-46 [Character] Inputs	3Cs Functional
PAN-56 [Character] Movement (Ball)	3Cs Functional
PAN-57 [Character] Custom Movement Component	3Cs Functional
PAN-83 [Level Design/Environemnt] Level Design overview	Level Functional
PAN-71 [Level design/Environment] Art Benchmark	Level Functional
PAN-73 [Level Design/Environemnt] Connector level	Level Functional
PAN-43 [Gameplay] Gameplay features prototypes	Level Functional
PAN-47 [Character] Visual Character Design	3Cs Functional
PAN-48 [Character] Model	3Cs Functional
PAN-50 [Character] Rig	3Cs Functional
PAN-54 [Character] Movement (Walking)	3Cs Functional
PAN-70 [Level design/Environment] Level design document	Level Functional
PAN-72 [Level design/Environment] Gym Level	Level Functional
~~PAN-51~~ [Character] Camera	3Cs Functional
PAN-58 [UI/UX] Main menu	Menu Functional
PAN-63 [UI/UX] Pause menu	Menu Functional

End of Sprint 1 Dashboard



- PAN-111
  Make sketches of different ideas on how the connector level can possibly look like or work
- PAN-100
  Do research on node graphs and think of a good way our levels can look in a node graph
- PAN-97
  Look back at what was discussed last block and summarize it
- PAN-26
  Lukas DP makes a submit

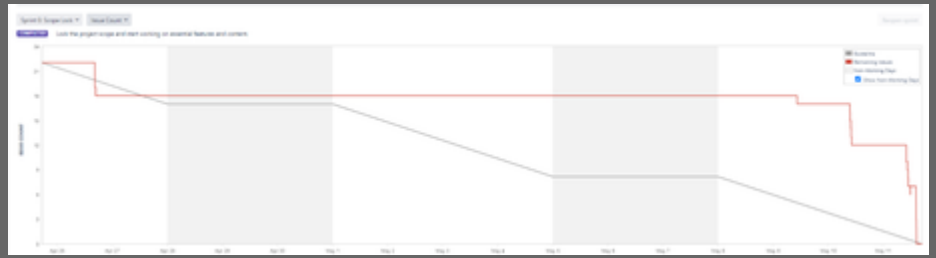
ILO 1 Planning

As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

Epic Quality Level

Epic	Prototypes	Functional	Playable	Presentable
Character: 3Cs	Done	In Progress	Not Started	Not Started
Character: Art	Done	In Progress	Not Started	Not Started
Level: Design	In Progress	Not Started	Not Started	Not Started
Level: Environment	Done	Not Started	Not Started	Not Started
Gameplay	In Progress	Not Started	Not Started	Not Started
Menu	Done	Done	Not Started	Not Started
HUD	In Progress	Not Started	Not Started	Not Started
Audio	Not Started	Not Started	Not Started	Not Started
Release	Not Started	Not Started	Not Started	Not Started

Burndown Chart



Sprint 1

ILO 1

Weekly Reflection

As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

[#W3] Week 3: Events

Monday

- Sprint Planning

Tuesday

- The implementation of standup summaries
- Iteration on sprint 0 node graph.
- Reference images for areas

Wednesday

- Paint overs
- Windy bridge concept

Week 3: Learning

- Returning to that childlike creativity of reference images with paint overs and how fast my imagination can roam with just one picture to go off.

Week 3: Action Points

- [W3] Reconnect with the child brain for less filtered ideas. For quantity over quality. Quality can be attained afterwards when I review my work.

Previous Action Points

- [W1] I was more involved with the sprint planning, contributing my thoughts towards which subtasks would be important for the strike team and for me.
- [W2] I began to understanding more why node graphs are important for level designing, despite my initial dislike for them. They give an at-a-glance overview of what should be expected in a level, which allows other strike teams to be onboarded quickly.
- [W2] I have been getting more comfortable with Jira and will check up on the tasks assigned to me. Lukáš has been the one assigning subtasks during standup, as he is the one running them and VA lead.

As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

Week 3 Stand-ups

In this new sprint, the team implemented written recordings of our stand-ups as messages into each respective strike team discord channel.

W3 Tu Stand-up
Finn: TODO - Iterate on node graph and sketch challenges for sub-level 1; NOT BLOCKED
Ido: TODO - Iterate on node graph and sketch challenges for sub-level 1; NOT BLOCKED
Lukas (DP): TODO - Iterate on node graph and sketch challenges for sub-level 1; NOT BLOCKED
Vlad: TODO - Biomes and rock shape language research, Modify triplaner material, Start working on Cave benchmark asset 1 (cliff); NOT BLOCKED
Kai: 3 stone sci-fi walls and 1 corner stone sci-fi wall; NOT BLOCKED
Jasmin: 1 brick floor and 1 mural brick floor, Start working on trimsheet planning; NOT BLOCKED
Maze: FluidNinja research; NOT BLOCKED
Lucas (VA): Research rock generator; NOT BLOCKED

W3 We Stand-up
Finn: DID - Iteration on Node graphs, LD sketches, gathering references for LD, BLOCKED by Character team. TODO - Continue sketching, see how character team will decide
Ido: DID - Same as Finn; TODO - Same as Finn
Lukas (DP): DID - Same as Finn and Ido; TODO - Same as Finn and Ido
Vlad: DID - Biome research, first benchmark (WIP), procedural rock generator in blender; TODO - Finish benchmark asset and move into UE
Kai: DID - Modular assets (WIP); TODO - Continue modular assets + 2 arch tops
Jasmin: DID - First iteration of trimsheet planning; TODO - Mural floor
Maze: TODO - FluidNinja VFX Research
Lucas (VA): DID - Procedural rock generator resources; TODO - Rock generator prototype (edited)

ILO 1

Weekly Reflection

As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

[#W4] Week 4: Events

Monday

- Node graph sublevel 2

Tuesday

- Testing character controller in Unreal

Wednesday

- More movement tests in Unreal
- Blockout of sketches in Unreal
- 1on1 with Nick
  - ILOs
  - Level & world design portfolios

Thursday

- Sprint Review/Showcase
- Sprint Retrospective

Friday

- LD guild

Week 4: Learning

- Underscope is much better and manageable than overscope. However, it is hard to know if you are too overscoped without knowing how long the process will take to complete your tasks.
- Good work practices from Nick. Never push to perforce outside work hours.
- How much I need to still improve if I want a fighting chance as a level designer in the industry.

Week 4: Action Points

- [W4] Be aware of feature bloat before it gets too large to limit backpedaling. Aim for the underscope and to not let my excess of ideas get the best of the final product.
- [W4] Snapshot work daily/weekly for progress reports. Good evidence for ILOs and also to see my work grow over the block.

Previous Action Points

- [W2] Getting the hang of node graphs, perhaps even starting to enjoy them
- [W3] used the unfiltered child mind to experiment with the preliminary blockouts.

As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

Week 4 Stand-ups

W4 Mo Stand-up
Finn: DID - Node graph; TODO - Continue working on challenge sketches; BLOCKED - Character doesnt have all the functionality that will be in the final game, 3Cs are not worked out to the final feel (The 3Cs are gonna change a lot so theres no point in making LD now)
Ido: Same as Finn + LL
Lukas (DP): Same as Finn + TODO - sub level 2 node graph
Vlad: DID - Cave benchmark 1; TODO - Triplaner material, cliff material, Iterate on benchmark 1
Kai: Continue working on modular assets
Jasmin: DID - Brick floor, trimsheet planning; TODO - Trimsheet modelling, sculpting; *Note: Log hours*
Maze: DID - FluidNinja research; TODO - Fluidninja prototype, merge
Lucas (VA): DID - Rock generator prototype; TODO - LL, Procedural cliff benchmark

W4 Tu Stand-up
Finn: DID - Sketching challenges and some LD testing in TrackMania; TODO - start building sketches in engine
Ido: DID - Sketching challenges; TODO - Create a metrics gym level
Lukas (DP): DID - Sub level 2 node graph; TODO - Same as Finn
Vlad: Finish triplanar material adn research + Create smart material for cliffs
Kai: Continue working on modular assets
Jasmin: Continue working on trimsheet and Mural floor 1 + Start Brick floor 2
Maze: DID - Merging FluidNinja into project; TODO - Continue prototyping VFX
Lucas (VA): Collaborate with Vlad on Substance

W4 We Stand-up
Finn: DID - sketches, not TODO - Build gameplay LD in Engine; BLOCKED - by Gameplay (boostpads), ground pound doesnt work with bouncepads
Ido: DID - metrics level (character changes so some things might be outdated); TODO - Same as Finn
Lukas (DP): DID - Unreal sketches of the level, tried movement in engine; TODO - Same as Finn
Vlad: DID - Triplanar material and research, bencmark asset iteration; TODO - Create cliff material in SD, Gameplay cliff asset
Kai: DID - sketches for Trimsheet and layout; TODO - Continue working on wall trimsheet
Jasmin: DID - Iteration on Trimsheet, trying to find interesting floor patterns (variations); TODO - Continue iterating on Trimsheet; BLOCKED - not sure about Trimsheet DoD (will discuss later)
Maze: DID - More research into VFX; TODO - FluidNinjaTools research
Lucas (VA): Open to work where its needed

W4 Th Stand-up
Finn: DID - Worked on the level, Introduction section, room 1, started rom 2; TODO - Review rooms and sketches, merge rooms together (teleport blueprint is done, just needs to be implemented), continue room 2
Ido: DID - Section twist: room 8; Started room 7; TODO - Finish room 7
Lukas (DP): DID - Development section: Room 4; TODO - either polish or start room 5
Vlad: DID - SD cliff material; TODO - implement cliff material 1st iteration in UE, maybe work on cliff benchamrk 2
Kai: DID - wall trimsheet progress, wall sections almost complete; TODO - finish walls (4 assets)
Jasmin: trimsheet floor variation, different brick pattern, trimsheet 2 variation, changed layout of the trimsheet; TODO - push trimsheet into UE, implement into mural floor 1, brick floor 2; note: Jira issues
Maze: DID - character sand VFX prototype; TODO - more research in VFX; note: fluidNinjaTools prototype not happening
Lucas (VA): DID - runarounds, meetings; TODO - Jira cleanup for the sprint review, presentation, meetings, finish the sprint (edited)

ILO 2 Collaboration

As a team member, **I seek out and give feedback** so that we can improve the team's collaborative processes.

Sprint 1 Retrospective

The Good

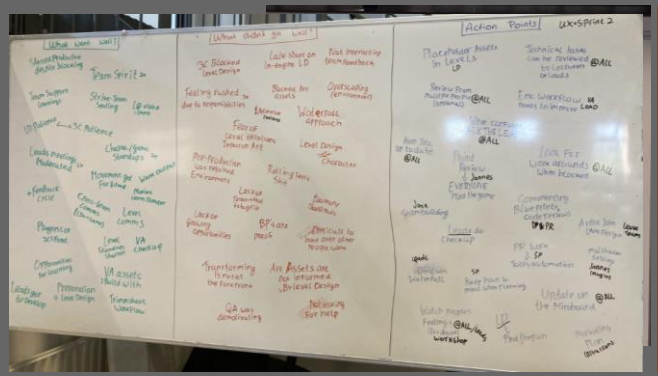
- Productivity & positivity
- Team support learnings
- Character/Gameplay standups
- Leads meetings moderated 2x
- Positive Feedback cycle, allowing for better results from feedback
- Cross-team communication (LD <> Gameplay)
- Level strike-team communication
- Level standups shorter

The Bad

- 3Cs blocked level design
- Environment overscope
- Waterfall approach
- Rolling doesn't feel satisfying
- Difficult to take over someone else's work
- Not asking for help
- QA was demotivating
- Late start on LD

The Ugly

- Start using placeholder assets
- Everybody should be playing the build during Build Review
- Update work in Miro
- Consider hours while Sprint Planning
- Work for the PRs (that is more ambitious)
- Mindful feedback
- Consider review by multiple people for subtasks



Comments

This sprint felt very busy compared to the last, as the character strike team was having to work hard to get the 3Cs functional. As a level designer, I was still blocked by having to wait for the character to be finalized, which resulted in me having to plan most of the sprint. I worry this planning will not become useless for future sprints. Receiving the character at the end of the sprint gave me some excitement for the next sprint because I want to start level designing, although I am also worried about level overscope considering we have to make a function level in 3 weeks.

Retrospective Rundown

ILO 1

Planning

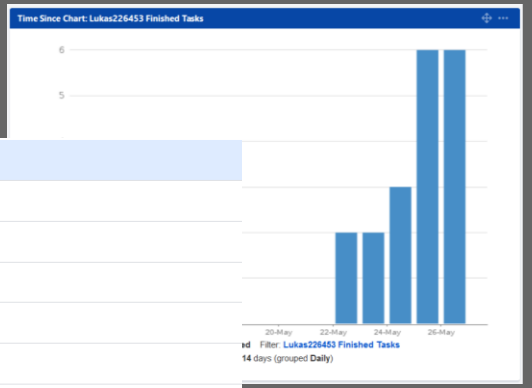
As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

Start of Sprint 1 Dashboard

Filter Results: Lukas226453 Subtasks in current sprint

T	Key	Summary	P	Σ Original Estimate	Σ Remaining Estimate	Σ Time Spent	Work Ratio
	PAN-362	PAN-242 / Create block out for the conclusion		1 day, 1 hour	1 day, 1 hour		0%
	PAN-361	PAN-242 / Create block out for the twist		1 day, 2 hours	1 day, 2 hours		0%
	PAN-360	PAN-242 / Create block out for the development		1 day, 2 hours	1 day, 2 hours		0%
	PAN-359	PAN-242 / Create block out for the introduction		1 day, 1 hour	1 day, 1 hour		0%
	PAN-352	PAN-171 / Create sketches exploring new level feature		1 hour	1 hour		0%

End of Sprint 1 Dashboard

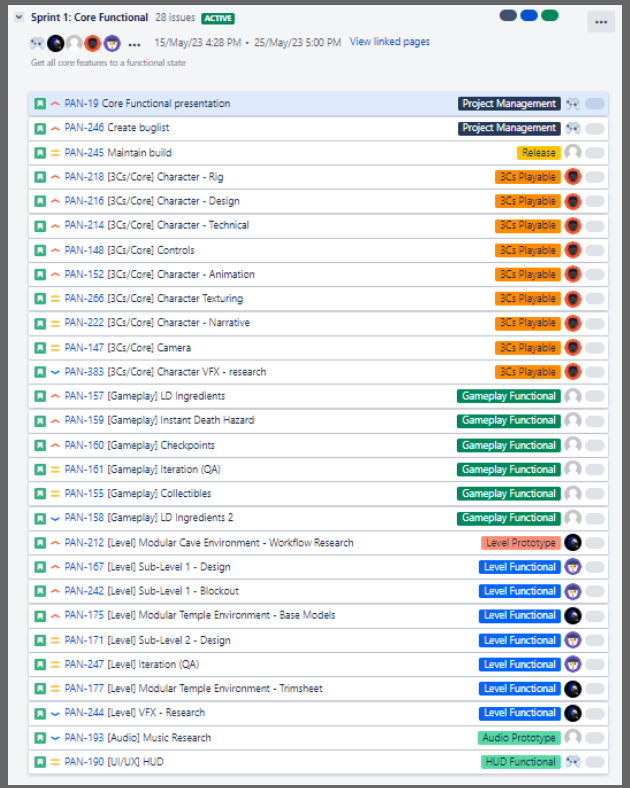


- PAN-359 Create block out for the introduction
- PAN-360 Create block out for the development
- PAN-294 Sketch possible challenges for sub-level 1
- PAN-288 Iterate on the node graph of sub level 1
- PAN-749 Final iteration on the level
- PAN-748 Full Level playtest
- PAN-746 Iterate on onboarding, introduction, and development
- PAN-744 Test onboarding, introduction, and development
- PAN-494 Introduction sub-level 1 iteration 2
- PAN-375 Set up testing methodology
- PAN-493 Introduction sub-level 1 test 2
- PAN-491 Introduction sub-level 1 test 1
- PAN-492 Introduction sub-level 1 iteration 1
- PAN-364 Create block language document
- PAN-351 Strike team discussion about sub level 2
- PAN-350 Create node graph for sub level 2
- PAN-299 Total level sketch with reference images

ILO 1 Planning

As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

Sprint 1 Backlog End



Sprint 1 Goals

As a player, I want to see the Core features in the build so that I can see what the game could be become.

As a player, I want the build to be published in playable state, so that I can playtest the game.

Epic Quality Level

Epic	Prototypes	Functional	Playable	Presentable
Character: 3Cs	Done	Done	In Progress	Not Started
Character: Art	Done	Done	In Progress	Not Started
Level: Design	Done	In Progress	Not Started	Not Started
Level: Environment	Done	In Progress	Not Started	Not Started
Gameplay	Done	Done	In Progress	Not Started
Menu	Done	Done	Not Started	Not Started
HUD	Done	Done	Not Started	Not Started
Audio	Done	Not Started	Not Started	Not Started
Release	Done	Done	Not Started	Not Started

Burndown Chart

Sprint 2

ILO 1

Weekly Reflection

As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

[#W5] Week 5: Events

Monday

- Introduction blockout

Tuesday

- sprint planning (Jira setup)
- Reviewed introduction sections
- Discussed 3Cs with character strike team

Wednesday

- Onboarding
- Iteration on introduction
- Playtesting

Thursday

- Development blockout
- Onboarding iteration

Friday

- LD guild

Week 5: Learning

- The amount of iteration it takes for even small sections of a level. This has been grossly underestimated.
- Overseeing playtests tires me out (also could have been a long day)
- How tricky it is to teach the player groundpound without a bounce pad
- How annoying it is to try and get the player to do what you want.

Week 5: Action Points

- [W5] Be aware of the time it takes to iterate on a level.
- [W5] Keep in mind that the players often want to try and outsmart the designer, so I should play into this when designing levels to get players to do what I want while also making them feel good about themselves.
- [W5] figure out a good way to playtest without become tired because playtests are a necessity when it comes to level design.

Previous Action Points

- [W2] the node graph has become pivotal in conveying level information fast, as well as splitting the tasks across the group.
- [W4] Still need to watch overscope; cut down on more features

As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

Week 5 Stand-ups

W5 Tu Stand-up

Finn: Block out of the introduction
Ido: Block out of the introduction
Lukas (DP): Block out of the introduction
Vlad: Finish material for cliffs towards playable
Kai: Figure out walls texture pipeline, import base meshes in UE
Jasmin: Import floors in UE, Iteration on mural floor - details/texturing
Maze: Help Kai, Update UE track builder
Lucas (VA): Open, Check Jira, meetings

W5 We Stand-up

Finn: DID - Sprint plan, version of the introduction section, discussed with 3Cs, evaluated builds with other LDs; TODO - onboarding plan, playtesting, iteration of the level
Ido: DID - same as Finn; TODO - combine introductions from all LDs, testing, iteration
Lukas (DP): DID - same as Finn; TODO - same as Finn
Vlad: DID - cliff material; TODO - Finish cliff material, env VFX/cave assets
Kai: DID - discussed trimsheet or no trimsheet; TODO - Start Basic wall sections
Jasmin: DID - Mural floor, discussed with Kai and Maze; TODO - polish and round up the floors, figure out next steps.
Maze: DID - discussed env. workflow; TODO - polish wall design a bit more, make a final decision
Lucas (VA): DID - Lead stuff, discussed next steps with cave with Vlad; TODO - Produce some cave assets

W5 Th Stand-up

Finn: DID - Onboarding section, playtesting, first iteration; TODO - Finish introduction section, start working on other sections
Ido: DID - Combined the levels + same as Finn; TODO - Same as Finn
Lukas (DP): DID - Same as Finn; TODO - Same as Finn
Vlad: DID - Cliff material done; TODO - Environment VFX
Kai: DID - Finishing up walls (almost done), started sloped walls; TODO - Finish trimsheet textures, finish sloped walls
Jasmin: DID - more iterations for floors; TODO - Finish trimsheet texture for floors
Maze: DID - Wall designs; TODO - temple cross section, import asset packs for setdressing, sand cross section
Lucas (VA): DID - Cave discussion, LD implementation, cross section; TODO - Cave assets

ILO 1

Weekly Reflection

As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

[#W6] Week 6: Events

Monday

- completed first iteration development
- Reviewed development sections with LDers

Tuesday

- Started twist

Wednesday

- Onboarding Iteration
- Twist iteration

Thursday

- Twist combination
- Sprint Review & Showcase
- Sprint Retrospective

Friday

- LD guild
- Presented level with Finn at LD guild

Week 6: Learning

- How much better I produce ideas while bouncing off someone else. Taking someone's base idea and building up it is much easier than creating my own. No wonder influence is of such importance.
- How much I went into autopilot this sprint without noticing. There was so much to do in 2 weeks that I put my head down and did stuff. This is not in an overwork sense but just mindless creation, where I didn't come up of air to take a moment and think about what was next, which isn't the best workflow.

Week 6: Action Points

- [W6] Not getting stuck in my own sphere of work and asking for feedback/ideas from others while working.
- [W6] Force myself to take breaks from working so I do not autopilot and let myself think. Resting and thinking make my ideas better.

Previous Action Points

- [W3] I reconnected with the child mind for the twist section when I had no where to begin. I just went with what was cool at the time without regard for quality. Was it a terrible outcome; quite. Was it an excellent springboard for a new iteration; absolutely!

As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

Week 6 Stand-ups

W6 Mo Stand-up
Finn: DID - Finished Introduction LD, boost pad iteration prototype, blockout for developemnt section, playtesting on Friday; TODO - Continue with development, iterate on feedback (make changes in introduction)
Ido: DID - ???
Lukas (DP): DID - Same as Finn; TODO - Same as Finn
Vlad: DID - Speed lines; TODO - more VFX
Kai: DID - walls; TODO - Finish Walls, LL
Jasmin: DID - Floors trim sheet modelling and details; TODO - Texturing, Implementation, Optimization
Maze: DID - Walls with Kai, Started setdressing; TODO - Introduction setdressing, LL
Lucas (VA): DID - Management, marketing, cave assets; TODO - Cave assets, LL (edited)

W6 Tu Stand-up
Finn: DID - Discussion with Gameplay about new pickups, playtesting, development section blockout; TODO - finalize development section, start working on twist section, communicate with gameplay
Ido: DID - development section, playtesting; TODO - talk to character team drop shadow + same as Finn
Lukas (DP): DID - development section; TODO - same as Finn
Vlad: DID - fireflies VFX, light beams; TODO - sandfall improvement, more VFX
Kai: DID - Walls done; TODO - Arches and corners
Jasmin: DID - details sculpting; TODO - finish floors trimsheet, optimization
Maze: DID - imported external asset packs, more setdressing; TODO - continue with setdressing the introduction level, discuss sand VFX with Jannes
Lucas (VA): DID - cave assets; TODO - cave assets

W6 We Stand-up
Finn: DID - Worked on developments level, ideas, playtesting, fixes on pickups, added pickups to the introduction, added alternative path to introduction; TODO - push alternative path to introduction level, make new itreration to onboarding
Ido: DID - combined everything from development, need more finetuning; TODO - finish development
Lukas (DP): DID - twist section; TODO - more twist section, onboarding with Finn
Vlad: DID - Sandfall; TODO - finish sandfall + character VFX
Kai: DID - Corner pieces, finished walls; TODO - finish corner pieces, temple setdressing
Jasmin: DID - finished sculpt of trimsheet, fixed artifacts; TODO - texturing, finish floors
Maze: DID - setdressing, discussion; TODO - finish setdressing introduction´, fix collision issues, implement sand VFX
Lucas (VA): DID - cave assets, marketing, meetings; TODO - more cave assets, helping where its needed

ILO 2 Collaboration

As a team member, **I seek out and give feedback** so that we can improve the team's collaborative processes.

Sprint 2 Retrospective

The Good

- Immaculate atmosphere
- Setdressing has started
- Gameplay strike team finished all their subtasks
- Level Designers had lots of work output
- All camera systems have been implemented
- Developers had positive learning outcomes or worked on more engaging tasks
- LD had better collaboration with VA

The Bad

- High stress
- Sudden work thrown at gameplay team
- Some people only worked on menial tasks
- People still out of the loop on what is going on in the project
- Barely any time for Learning Log

The Ugly

- No more content to be added, only iteration to be done
- Profile the game
- Look for optimizations
- Discuss ILO 5 with the team

Comments

This was a very productive sprint for level design. We were buried in our blocks for the entire sprint duration, making the introduction and development sections, as well as good progress on the onboarding. However, because of the constant work, there was little time to breathe and think, making me produce content on autopilot. Autopilot can be helpful at times, but being stuck in it for loo long makes a hollow product, one which I don't enjoy. Despite the quantity of tasks ahead, I hope for next sprint to reduce the amount of autopilot work I will be doing so I can make my contributions to the project memorable and interesting.

Retrospective rundown

ILO 1 Planning

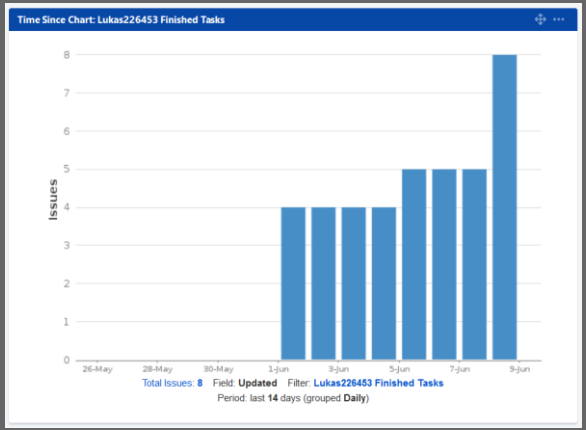
As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

Start of Sprint 2 Dashboard

Filter Results: Lukas226453 Subtasks in current sprint

T	Key	Summary	P	Σ Original Estimate	Σ Remaining Estimate	Σ Time Spent	Work Ratio	Status
	PAN-361	PAN-242 / Create block out for the twist		1 day, 2 hours	0 minutes	2 days	150%	TO DO
	PAN-376	PAN-247 / Sub-level 1 iteration 1		3 hours	3 hours		0%	TO DO
	PAN-362	PAN-242 / Create block out for the conclusion		1 day, 1 hour	1 day, 1 hour		0%	TO DO
	PAN-372	PAN-247 / Test block out sub level 1 test 1		3 hours	3 hours		0%	TO DO
	PAN-513	PAN-511 / Review the tutorial level with the rest of the team		1 hour	1 hour		0%	TO DO
	PAN-502	PAN-247 / Sub-level iteration 2		3 hours	3 hours		0%	TO DO
	PAN-500	PAN-247 / Test block out Sub-level 1 test 2		3 hours	3 hours		0%	TO DO
	PAN-608	PAN-214 / BUG: On sharp angles downhill, the character can't steer						CANCELLED

End of Sprint 2 Dashboard



Filter Results: Lukas226453 Finished Tasks

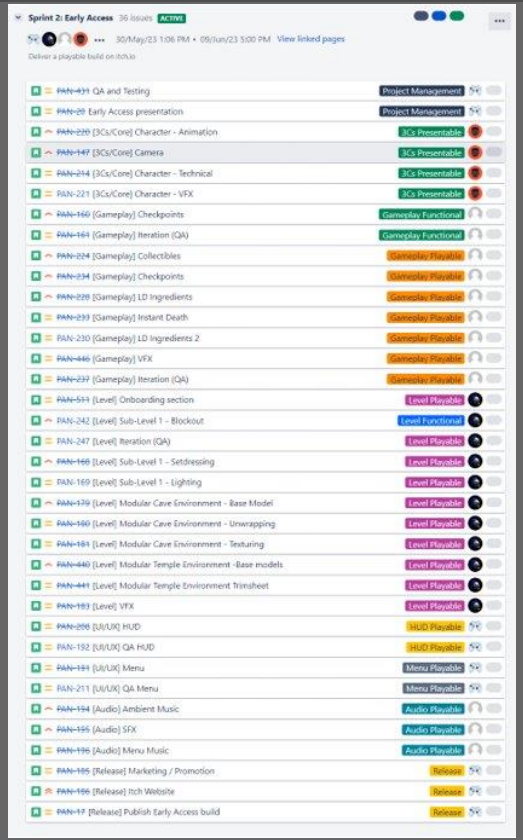
T	Key	Summary	P
	PAN-359	PAN-242 / Create block out for the introduction	
	PAN-360	PAN-242 / Create block out for the development	
	PAN-512	PAN-511 / Make a simple tutorial section to teach the basic movement mechanics	
	PAN-494	PAN-247 / Introduction sub-level 1 iteration 2	
	PAN-375	PAN-247 / Set up testing methodology	
	PAN-493	PAN-247 / Introduction sub-level 1 test 2	
	PAN-491	PAN-247 / Introduction sub-level 1 test 1	
	PAN-492	PAN-247 / Introduction sub-level 1 iteration 1	
	PAN-364	PAN-242 / Create block language document	

1–9 of 9

ILO 1 Planning

As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

Sprint 2 Backlog End



Sprint 2 Goals

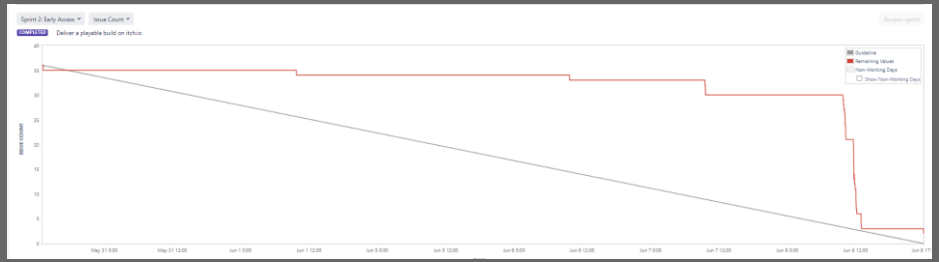
As a player, I want a fun, playable and challenging experience so I can play through the game without interrupting the experience.

As a player, I want a fully set-dressed level in a playable state so I can enjoy the visuals of the game.

Epic Quality Level

Epic	Prototypes	Functional	Playable	Presentable
Character: 3Cs	Done	Done	Done	Done
Character: Art	Done	Done	Done	Done
Level: Design	Done	In Progress	Not Started	Not Started
Level: Environment	Done	Done	Done	Not Started
Gameplay	Done	Done	Done	In Progress
Menu	Done	Done	Done	Not Started
HUD	Done	Done	Done	Not Started
Audio	Done	Done	Done	Not Started
Release	Done	Done	Done	Not Started

Burndown Chart



Sprint 3

ILO 1

Weekly Reflection

As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

[#W7] Week 7: Events

Monday
- ILOs
- Twist iteration

Tuesday
- Twist playtests and feedback
- Twist iteration

Wednesday
- Finished twist
- Playtesting

Thursday
- Tweaks to twist section
- Learning log
- 1on1 with Radu

Friday
- LD guild

Week 7: Learning

- Not all iteration are created equal. I found that I may overiterate a section of a level by considering all the feedback I receive, which can make later iterations of a section worse than the previous ones.

Week 7: Action Points

- [W7] consider the feedback before implementing it. If I am unsure if a change should be made, get more playtesters and ask for internal opinion among the team.

Previous Action Points

- [W5] when a pool of playtesters are available, use them to their fullest because finding the playtesters is tiring for me, which lowers my ability to analyze their gameplay.
- [W6] I kept myself out of autopilot despite producing lots of work, which I think improved my output quality overall.

As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

Week 7 Stand-ups

W7 Mo Stand-up

Finn: TODO - Testing of first 3 sections
Ido: TODO - Twist and conclusion
Lukas (DP): TODO - Twist and conclusion
Vlad:
Kai: TODO - Development section setdressing - rough blockout
Jasmin: TODO - walls trimsheet details
Maze: TODO - trackbuilder, sand transitions, import decals, procedural dirt
Martien: TODO - checkpoint iteration
Monika: TODO - onboarding setdressing (1st half), marketing poster, LL
Lucas (VA): TODO - rocks, collision, LL (edited)

W7 Tu Stand-up

Finn: DID - Playtesting, iteration; TODO - more testing, minor changes in onboarding and introduction, major changes in development, more playtesting; BLOCKED - communicating when is player directly above bounce pad
Ido: DID - playtested twist, staretd working on conclusion; TODO - continue working on twist, look on the first three sections
Lukas (DP): DID - worked on twist, thought about conclusion; TODO - continue working on twist;
Vlad: -
Kai: DID - development section setdressing; TODO - continue on Development section setdressing - finish rough blockout (if stuck - work on mural decals)
Jasmin: DID - started sculpt for the walls, fixed base mesh of the wall trimsheet, continued with sculpting; TODO - texturing, iteration
Maze: TODO -
Martien: DID - new checkpoint iteration, onboarding setdressing; TODO - continue onboarding setdressing (first iteration)
Monika: DID - onboarding section setdressing (1st part); TODO - poster, LL, Continue working on setdressing
Lucas (VA): TODO - update art bible, cave assets/SFX (edited)

W7 We Stand-up

Finn: DID - more Playtesting, feedback on bouncepad, iteration in onboarding and development; TODO - iterate introduction, do a lot of playtesting, help with twist/organize more feedback sessions
Ido: DID - conclusion, playtesting; TODO . iterate on feedback, do more playtesting/work on some other parts of the level
Lukas (DP): DID - Twist; TODO - finish twist section, playtesting
Vlad: -
Kai: DID - development setdressing; TODO - continue setdressing (finish inside of the temple)
Jasmin: DID - trimsheet for walls details; TODO - finish trimsheet details, help with development setdressing
Maze: DID - top down projection texture, cleanup of maps, fixing stuff in setdressing, reviewed checkpoints, color for distancing; TODO - finish intorduction setdressing with decals and foliage pass, finish introduction, start helping Kai with development
Martien: DID - continued setdressing of onboarding; TODO - final touches on the rocks, start adding more details, decals etc
Monika: DID - finished block out pass in onboarding, finished poster; TODO - onboarding details final pass
Lucas (VA): DID - audio ambient sounds research and implementation; TODO - rocks iteration, continue with audio (edited)

W7 Th Stand-up

Finn: DID - marketing post on LD, small tweaks on the first 3 sections, adding loading screen; TODO - bugfixing, LD tweaks, playtesting; BLOCKED - need acces to all levels to add teleporters and loading screens
Ido: DID - conclusion blokcout, playtesting; TODO - bugfixing, more playtesting, tweaking
Lukas (DP): DID - finished twist section, testing; TODO - LL, testing, tweaks
Vlad: -
Kai: DID - development setdressing, glass material; TODO - finish setdressing
Jasmin: DID - UVs on floor sides, testuring, Helped Kai with development setdressing; TODO - quick material for walls, Help Kai with setdressing
Maze: DID - finished setdressing introduction, echo sound in caves, collisin, pebbles, foliage, shader, trackbuilder; TODO - help Kai with setdressing development, fix stuff, help ppl
Martien: DID - onboarding 1st pass, pebbles; TODO - fixes, finish onboarding setdressing
Monika: DID - printed posters, onboarding section 1st pass; TODO - continune setdressing
Lucas (VA): DID - rocks iteration, audio; TODO - reimport rocks in engine, fix collision, audio (edited)

ILO 1

Weekly Reflection

As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

[#W8] Week 8: Events

Monday

- Retrospective (Postmortem)
- Standdown
- ILO 5 discussion
- ILOs

Tuesday

- Play Day
- ILOs

Wednesday

- ILOs

Thursday

- ILOs

Friday

- No ILOs because I finished them early :D (I hope, im writing this on Wednesday)

Week 8: Learning

- The feeling of producing something full of your blood and sweat that you can be proud of.

Week 8: Action Points

- [W8] capturing that feeling of being the puppet master when level designing

Week 8: Previous Action Points

- [W5] Utilized the massive pool of playtesters, which was a lot of fun as they kept lining up to try out. I think we had 5 or 6 computers set up and they were almost all full for multiple hours.

Playday Comments

I enjoyed having people play our game, despite the sizable framedrop in the jungle. It was a lot of work that I was finally able to show off. I think it helped mentally as well to see a large amount of people play through a section only I worked on. Over the past block I have been questioning whether level design is really my thing. Level design wasn't something that I actively thought about outside work hours, unlike Finn who had the constant itch of level design in the back of his head and would come to school on Monday, full of ideas. It considered it more of a task which was assigned to me. I didn't dislike it but didn't particularly find the passion in it either. What made me find my level design passion was watching players perform exactly what I had imagined for them. My section was the twist, and the first diagonal boostpad managed to kill virtually every single player on their first attempt to pass it, before they figured out the solution on their next attempt. Witnessing this was a level of satisfaction I haven't experienced often, perhaps only comparable to executing a fantastic outplay in a video game or sport. It's the feeling of being the puppet master (*or if you are cultured, Lelouch*) who is orchestrating the entire play experience. I have to find this feeling and chase it, or at least if I want to be a level designer in the future, because that's how I can make it fun for myself. And if it is fun for me, the player should enjoy too. If I do my job right.

Week 8 Stand-ups

W8 Mo Stand-up
Finn: DID - Finished development level, iterated, fixing lighting in onboarding; TODO - talk to Maze and Kai and polish LD in Development + lighting polish
Ido: DID - Finishing and polishing collision, fix UI; TODO - free, doing whatever needs to be done
Lukas (DP): DID - Twist iteration from playtest; TODO - polish game, whatever needs to be done
Vlad: DID - iterate on decal VFX, see what can be optimized in development; TODO - help LD with optimization
Kai: DID - finish development setdressing, polishing; TODO - polish LD with Finn
Jasmin: DID - development setdressing; TODO - development optimization
Maze: DID - finish development setdressing, polishing; TODO - polish LD with Finn
Martien: DID - polish lighting in onboarding, Conclusion setdressing; TODO - finish setdressing conclusion
Monika: DID - polish onboarding; TODO - free
Lucas (VA): DID - Collision polish, Implenet SFX walking, rolling, interactibles, ambience, music in the levels; TODO - presentation (edited)

ILO 2 Collaboration

As a team member, **I seek out and give feedback** so that we can improve the team's collaborative processes.

Sprint 3 Retrospective (Project Post-Mortem)

The Good

- Enthusiasm
- Supportive (moral support and technical)
- Inter-strike team communication was excellent
- Absurd amount of work in a short week
- Individual responsibility and trust
- Lead involvement in production

The Bad

- Respecting other people's work
  - Changes without notice
- It took too long to get on our feet
- Should have worked on optimization earlier
- File and content management
- Large overscope
- Lead contribution felt minimal
- P4V commit messages
- General Jira confusion

The Ugly

- Start optimization earlier
- Keep Unreal Engine clean
- Tutorials for pipeline
- P4V pipeline
- Set minimum scope early in project
- Jira lecture for whole team and pipeline dodument
- Leads should have time for development too.

Comments

This sprint was gone in a rush. However, I managed to stay out of autopilot for most its duration, making thoughtful and meaningful choices in my work. I enjoyed the entire project through its stages. It was a fantastic learning opportunity for the whole group, and of course that may sound cliché, but it is the truth. My group was very helpful and fun, making working on Pango at school fun every day. Despite my initial trepidation towards our choice of a physics platformer, I think we handled it fairly well for how little experience we had around 3D platformers. Some takeaways from this project would:

- be to start projects from minimum scope and expand, instead of shrinking from already defined scope. Its easier to climb a tree than descend one.
- Really consider how the character moves before settling, because jumping towards an idea without having full thought it out can lead to hard trails.

Retrospective rundown

ILO 1 Planning

As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

Start of Sprint 3 Dashboard

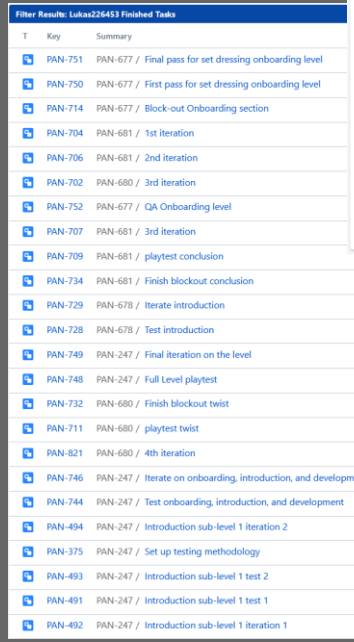
Filter Results: Lukas226453 Subtasks in current sprint

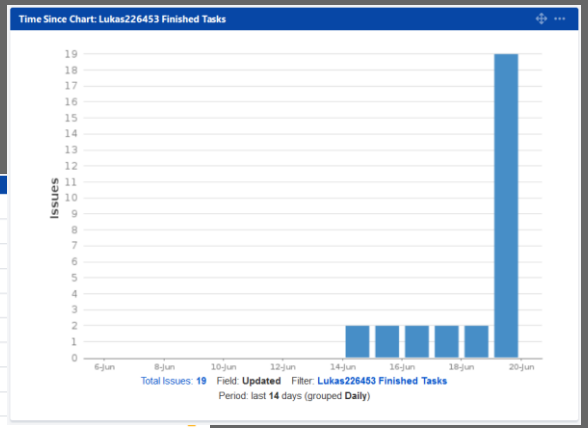
T	Key	Summary	P	Σ Original Estimate	Σ Remaining Estimat
	PAN-714	PAN-677 / Block-out Onboarding section		1 day	1 day
	PAN-744	PAN-247 / Test onboarding, introduction, and development		4 hours	4 hours
	PAN-732	PAN-680 / Finish blockout twist		1 day	1 day
	PAN-752	PAN-677 / QA Onboarding level		4 hours	4 hours
	PAN-751	PAN-677 / Final pass for set dressing onboarding level		3 days	3 days
	PAN-750	PAN-677 / First pass for set dressing onboarding level		2 days	2 days
	PAN-749	PAN-247 / Final iteration on the level		2 hours	2 hours
	PAN-748	PAN-247 / Full Level playtest		4 hours	4 hours
	PAN-746	PAN-247 / Iterate on onboarding, introduction, and development		4 hours	4 hours

PAN-734	PAN-681 / Finish blockout conclusion		2 days	2 days
PAN-729	PAN-678 / Iterate introduction		1 hour	1 hour
PAN-728	PAN-678 / Test introduction		2 hours	2 hours
PAN-711	PAN-680 / playtest twist		4 hours	4 hours
PAN-709	PAN-681 / playtest conclusion		4 hours	4 hours
PAN-707	PAN-681 / 3rd iteration		1 day	1 day
PAN-706	PAN-681 / 2nd iteration		1 day	1 day
PAN-704	PAN-681 / 1st iteration		1 day	1 day
PAN-702	PAN-680 / 3rd iteration		1 day	1 day
PAN-502	PAN-247 / Sub-level iteration 2		3 hours	3 hours
PAN-500	PAN-247 / Test block out Sub-level 1 test 2		3 hours	3 hours
PAN-376	PAN-247 / Sub-level 1 iteration 1		3 hours	3 hours
PAN-372	PAN-247 / Test block out sub level 1 test 1		3 hours	3 hours

1–22 of 22

End of Sprint 3 Dashboard

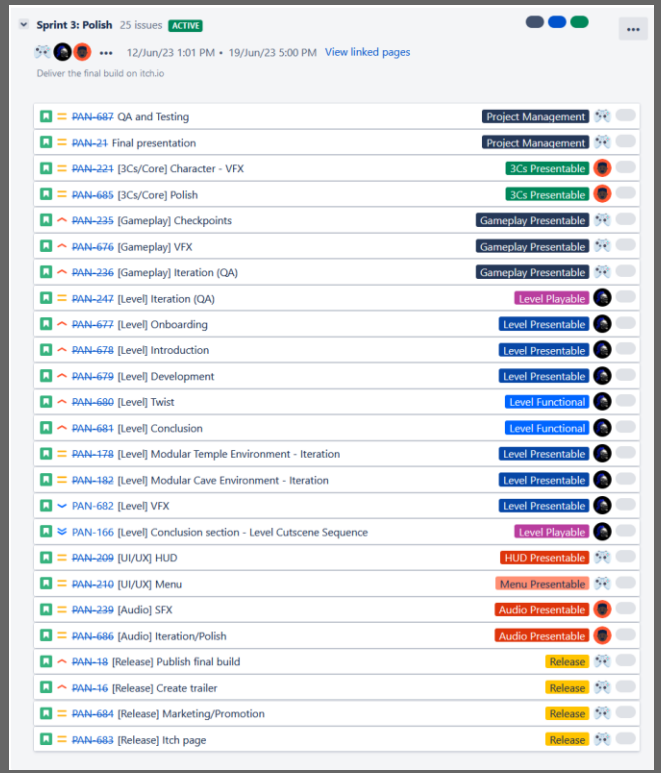




ILO 1 Planning

As a developer, **I plan and update my tasks** so that the team can effectively collaborate.

Sprint 3 Backlog End



Sprint 3 Goals

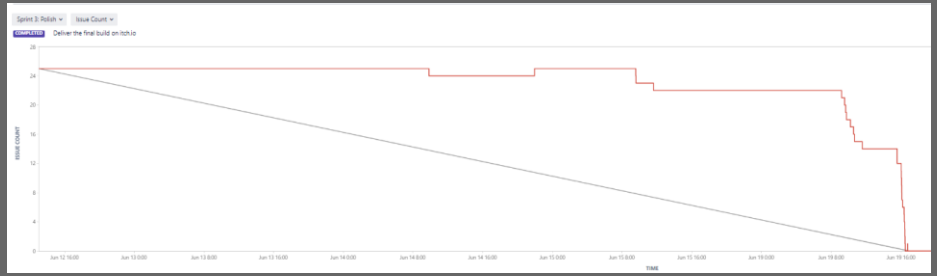
As a developer, I want a working game demo in a presentable state, so we can release it.

As a player, I want the first 3 sections of the level fully set-dressed and in a playable state so I can enjoy the visuals of the game.

Epic Quality Level

Epic	Prototypes	Functional	Playable	Presentable
Character: 3Cs	Done	Done	Done	Done
Character: Art	Done	Done	Done	Done
Level: Design	Done	Done	Done	Done
Level: Environment	Done	Done	Done	Done
Gameplay	Done	Done	Done	Done
Menu	Done	Done	Done	In Progress
HUD	Done	Done	Done	Done
Audio	Done	Done	Done	Done
Release	Done	Done	Done	In Progress

Burndown Chart



2

Feedback workshop

Our team had the feedback workshop with Bert on Week 2 Thursday. The workshop was about giving good feedback, and going over the instances for when it is appropriate and helpful.

The workshop began with a discussion about "how to give good feedback", to which we gave the answers of; "feedback hamburger", "minding your tone", and "respectful, constructive feedback".

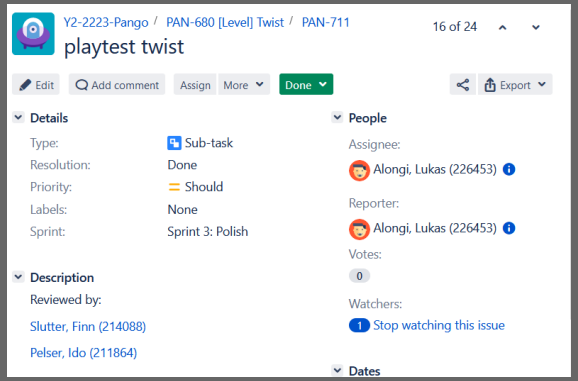
Following this, Bert had 4 students (Maze, Jey, Konstantin, and Jack volunteered) leave the classroom. The rest of us were instructed to follow the instructions on each volunteer when they entered. Each volunteer was brought in one at a time and instructed to throw 10 M&Ms into a basket while blindfolded. Konstantin was the first and received no instruction (he did surprisingly well despite this). Then was Jack who was berated, to which he reacted with annoyance. Maze was third and received only praise, which annoyed him because wanted instructions. Jenilson was last and got consistent accuracy because of the directions we gave him.

It was very informative to see how both *negative* and *positive* feedback was almost equally ineffective. Giving no feedback was more effective, because Konstantin had the ability to learn from his throws without the noise of others. And while Jey scored less M&Ms into the basket than Konstantin (he was really good at it, all time highest score according to Bert), Jey had an average accuracy much higher, meaning he was able to get closer much faster and for throws.

Some points from after the reflection process were:

- Ask if the person would like feedback before dishing it out.
- Give the feedback in a nice and clean way, like a wrapped gift, with both the good and what could be improved on, together

As a team member, **I seek out and give feedback** so that we can improve the team's collaborative processes.



Engagement with feedback

Our team operated by using over-the-shoulder review when reviewing subtasks. During these review, the reviewer(s) would give thoughts and feedback. If your work was good, their name(s) would be written in the description of the subtask. An example is on the left.

For overall feedback, between the level designers, we would ask feedback daily from each other during the level design process in Sprints 2 & 3. As we sat side by side, we would constantly lean over and ask to try each other's work as well as get our own work feedback. I had a learning and #action point arise from this in week 6, where I discovered how much better I work when bouncing ideas off someone else, rather than keeping all my activities to myself until I "think" they are done.

Being forced to constantly receive feedback on you work and then iterate on it can be exhausting, as I found myself constantly tweaking and adjusting the level to fit what other people gave as feedback. Through this, I also learned another #action point, which was to not accept all feedback immediately. While a majority of the feedback I received was helpful towards pushing my level sections forward, sometimes I would listen too much and change a section to be worse than it had previously been.

For our retrospectives, we chose an unorthodox style of having a discussion by throwing around a plushie to each speaker. This made sure one person was talking at a time so we could hear their opinions. Everyone was also made to interact with the retrospective by receiving the plushie at least once. Ronny gave us the feedback in our Sprint 2 retrospective to use sticky notes for our last retrospective, which we ended up doing, and everybody contributed 3 stickies to the conversation.

3

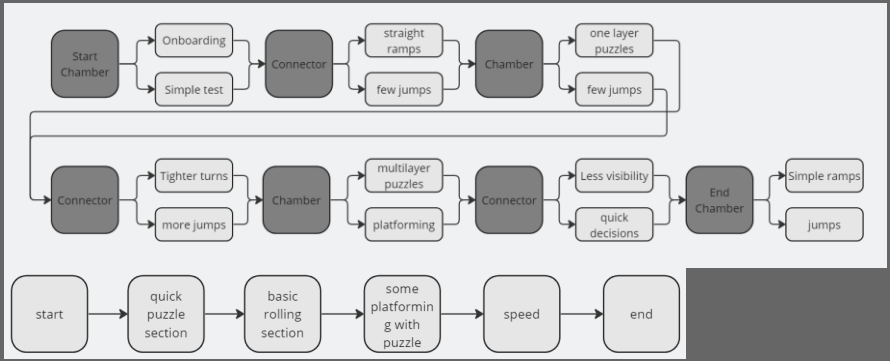
Node Graphs

Sprint 0 - 2

ILO 3

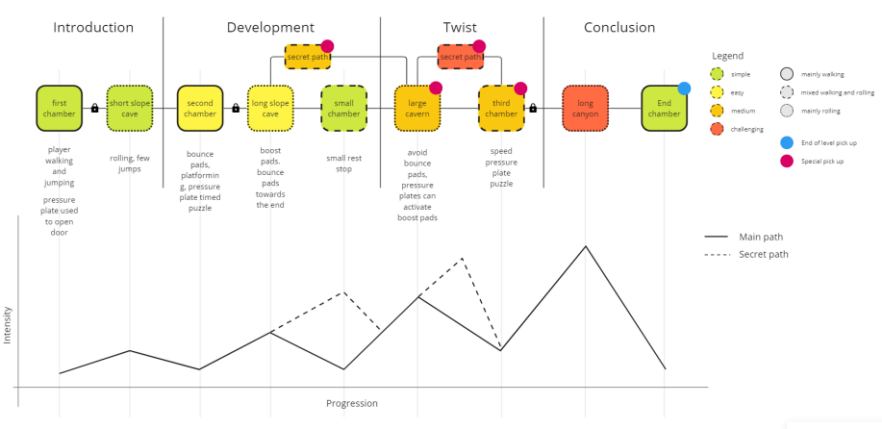
Individual contributions

As a developer, **I develop features and content** so that we can integrate it with other parts of the game.



First Iteration – Vague direction

In sprint 0, I was tasked with creating a node graph of the first level we were going to make. I wasn't too familiar with node graphs and researched them online. This didn't really help, and I sought help from Ido and Finn, who showed me their node graphs from previous blocks. They also told me to use 4 step level, which I was familiar with but had never really utilized in level planning.



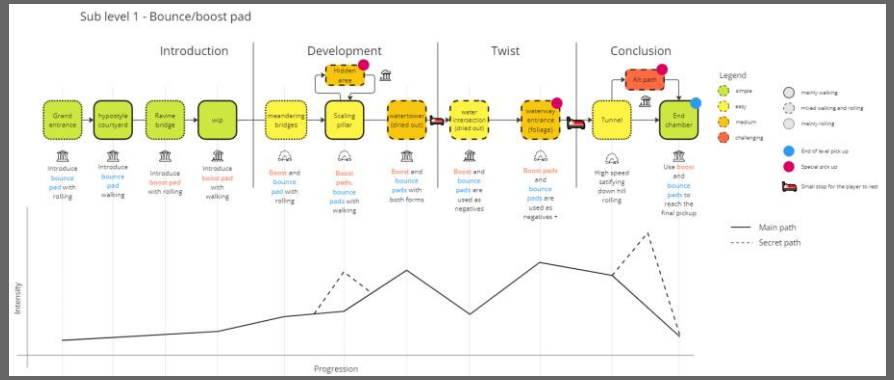
Second Iteration – Realized idea

With the reference Ido and Finn gave me for their previous node graphs, I tackled mine from a different angle. What I learned from viewing theirs is I needed to block out "rooms" with indication of what they contain. Because of Pango's 2 movement modes, I created distinction between rooms with rolling and walking, adding an additional mixed type as well after I found myself struggling to categorize some rooms. Ido and Finn also explained I should indicate each room's difficulty, so I used a 4 color system, ranging between safe and challenging. Because the LD team had discussed split paths, I added some alternative routes into the node graph. The LD team seemed to be quite impressed by what I had made, so I think I did a good job for my first node graph.

ILO 3

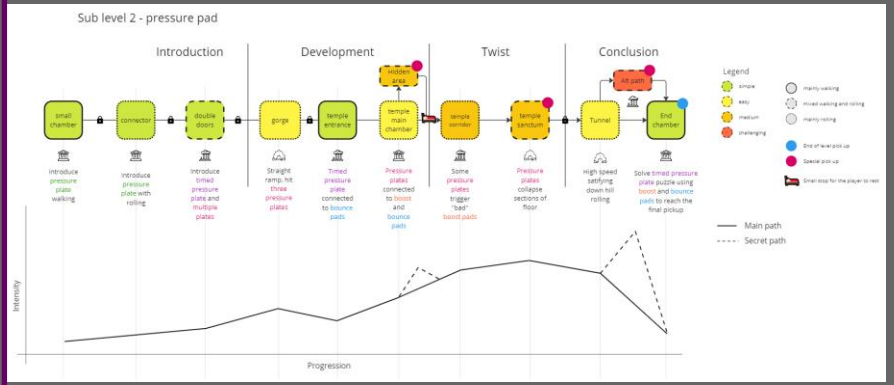
Individual contributions

As a developer, **I develop features and content** so that we can integrate it with other parts of the game.



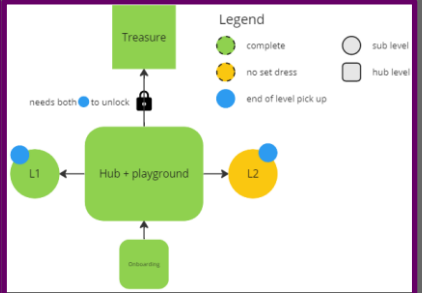
Third Iteration -Expansion

In sprint 0, the gameplay team had been working hard on creating gameplay features and LD ingredient concepts, so for sprint 1, we (the level designers) went over the node graph I had made from last sprint and tweaking it to fit the new additions. We added more rooms into the introduction to accommodate each player interaction with the two LD ingredients for this level: the bounce pad and boost pad. The art team also asked us to explain how the level might look, so we added indicators for temple buildings and caves.



Sublevel 2 First Iteration

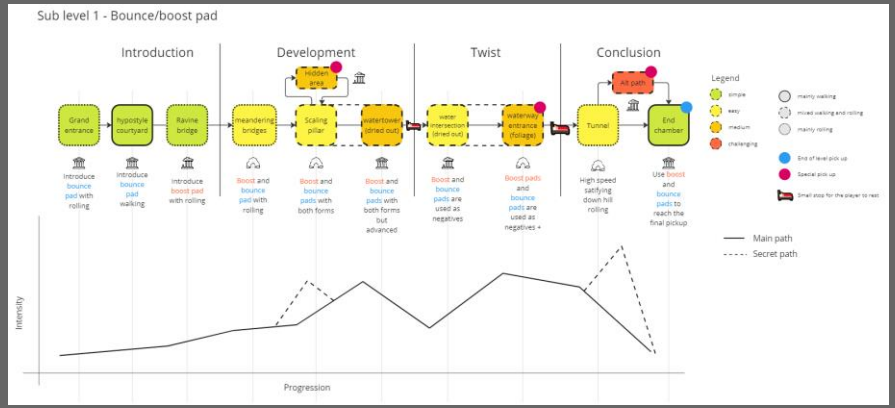
Because the player controller was not quite ready yet, I went ahead and made a node graph for the second planned level. The gameplay ingredient in this was the pressure plate. I found the creation of this node graph much faster than the last one, likely because I understood the direction I should go towards from the very beginning. The second level followed the same structure as the first level quite closely, which was slightly intentional as these would be the two first level and would form the foundation for the following game. This level was scrapped in the next sprint due to scope.



Hub level node graph

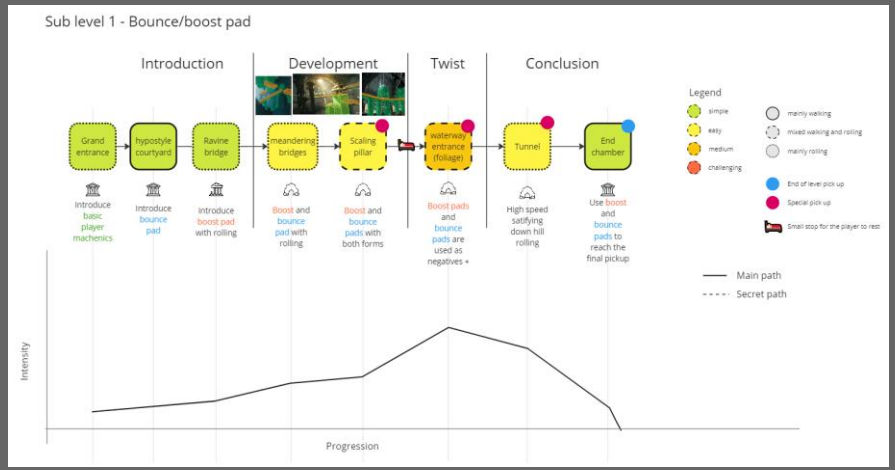
We also made a node graph for the planned hub level (as we had planned for two levels. This node graph was more for LD and VA to be on the same page about level plans.

As a developer, **I develop features and content** so that we can integrate it with other parts of the game.



Fourth Iteration – Scope cut

Once we had actually gotten our hands on the character and started to test blockout, we found that *level design actually took quite a lot of time*. After a discussion with the VA lead, we decided we needed to shorten some sections (although I will add that our VA lead was really trying to cut the twist entirely, which would have messed with the four step level design we had been creating this level around). I did a quick revision of the node graph, combining certain section to decrease their size but preserving their core.



Fifth Iteration - Final

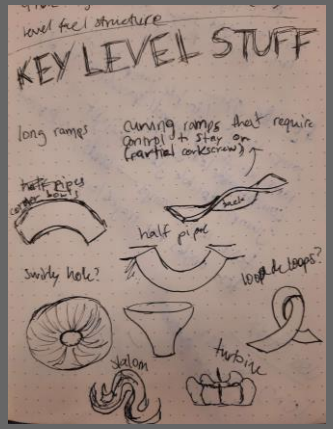
For this last iteration, we acted upon what I had made in the previous iteration and combined rooms and removed alt paths. This also changed the intensity chart drastically, making it have only one peak.

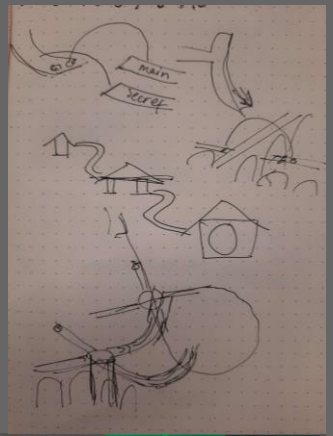
Looking back at this last iteration postmortem, the follow through on the appearance of the level was not there. The visuals changed dramatically from what was planned. However, the overall gameplay stayed the same, which was the goal with the node graphs to begin with.

Level Sketches

Sprint 0 - 1

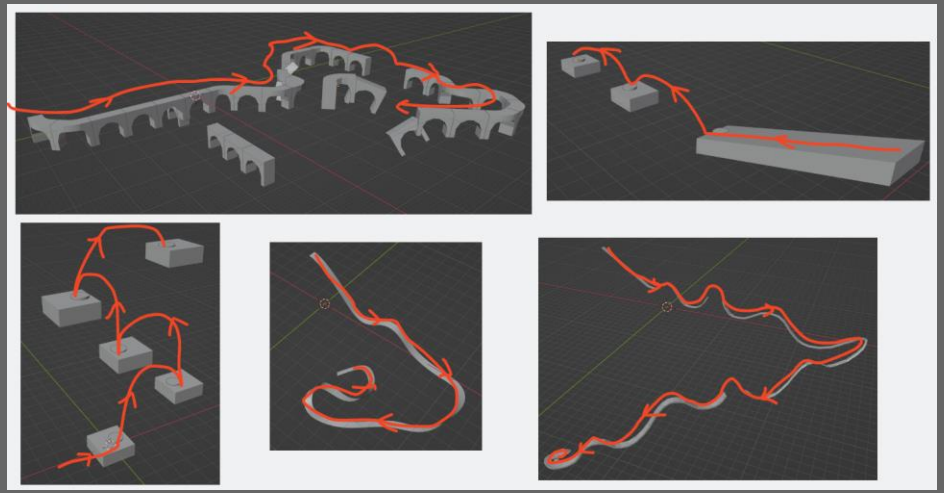
As a developer, **I develop features and content** so that we can integrate it with other parts of the game.





Sketches

During this project, I found that I don't really enjoy sketching levels. While I can visualize platforming challenges in my head, I just don't find drawing them out on paper as effective. It also really showed me how I worked differently from Ido and Finn, where the only way Finn could vent his ideas was through sketching and Ido seemed to do them out of discipline. I tried to make myself sketch, but it left me unsatisfied with my work. I found that opening Blender and having a go with modeling instead led me to a much more satisfying conclusion. I think this aversion to sketching comes down to not wanting "detail", because I enjoy the process of making the macro more than the micro when I know the micro will change (#W3 reflection). I think this is a good thing to keep in mind for later projects, so I can communicate my workflow to my group.



Blockouts

Sprint 1 - 2

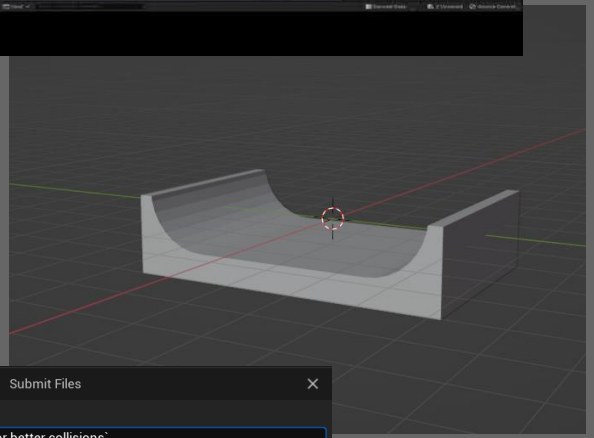
ILO 3

Individual contributions

As a developer, **I develop features and content** so that we can integrate it with other parts of the game.

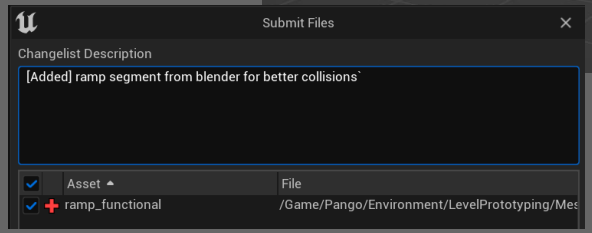
Movement Tests

When the character controller was nearing completion, I tested out the movement with some fun challenges. I wanted to keep a feel for how the player would feel in comparison to the Block C player, which was night and day. And since this player had actual physics to it, I could make some crazier ideas that I had from last block.



Ramps for the track builder

Through the movement tests, we found Maze's trackbuilder tool to be acting incorrectly when using meshes made in Unreal. Since the artists were busy, I decided to making a custom track in Blender. This track came in three variable sizes and was used for the rest of the project in the blockouts.



Bonus Links

Link to all pango related videos (Playlist)
Link to my Perforce Submits (Swarm)

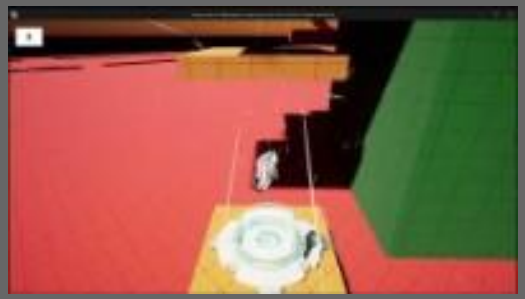
As a developer, **I develop features and content** so that we can integrate it with other parts of the game.

Development test

This blockout was the first section I made with the completed player controller. I used the paint overs I had made earlier in sprint 1 as inspiration, going for aqueduct-style rolling path. I also used the ramp model for the track builder. While the blockout was somewhat satisfying to complete in one go, there wasn't much difficulty or engagement. The sprint ended the following day after this first blockout, so I didn't have time to do any major tweaks.

Introduction blockout

In sprint 2, we agreed to all take a stab at a blockout for the introduction. I wasn't quite sure where to take it, so I designed a roaming platforming section with some bounce pads and rolling at the end. It also included an onboarding section, which I felt the need to include, despite not requiring it. This is discussed more in the onboarding section of ILO 3. Overall, this was an underwhelming blockout, and out strike team went with Ido's blockout for the basis of the introduction.



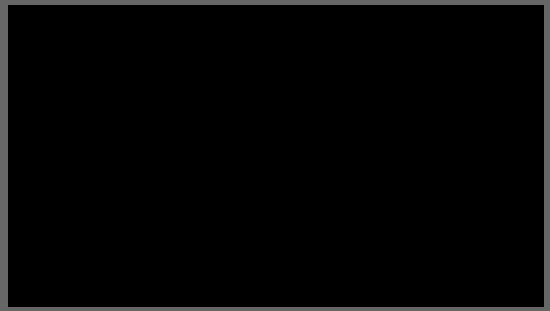
Development iteration

After the introduction was settled, we also decided to all make a blockout for the development. I scrapped my original design I had made back in sprint 1 and went for a new one, more reminiscent of the introduction section Ido made. Because the paintover for the development section contained a tower, I decided it would be an interesting landmark to design around. While Finn, Ido, and I all found my rolling section bland, we enjoyed the tower scaling portion, and some of the challenges were implemented into the development combination.

Onboarding

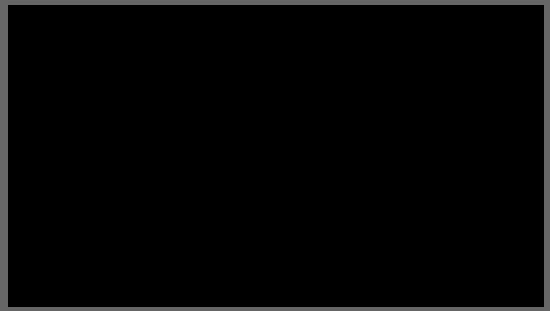
Sprint 2 - 3

As a developer, **I develop features and content** so that we can integrate it with other parts of the game.



First Iteration

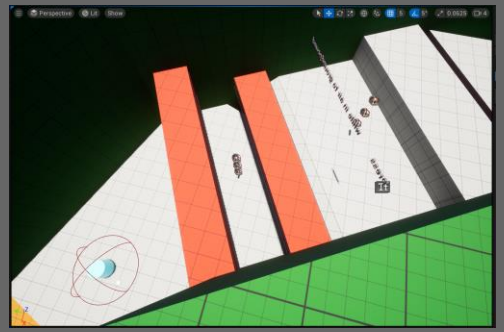
The first iteration of the onboarding came about unintentionally. I created it more as a way for the player to familiarize themselves with the bounce pad mechanic before being sent into a level despite the original subtask for this was to create an introduction section. I covered all the basic movement abilities with platforming, informing the player of their max jump height and length, as well as bounce pads with and without groundpound.

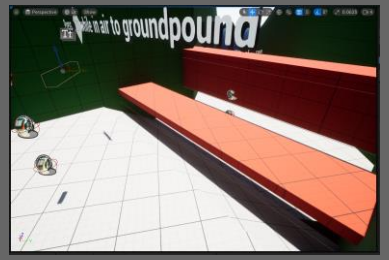


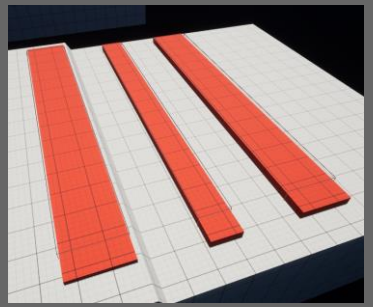
Second Iteration

For the second iteration, I specifically set out to design an onboarding section. I kept a lot of the layout the same from the first iteration, but I felt it would be better to soften the turns from 90 degrees towards 80-45 degrees. This gives progression a smoother and continuous feel, cutting out the jarring camera rotation. I also added a long slope at the end to give the player a taste for rolling as well as jumping while rolling. The biggest struggle on this onboarding section was trying to teach the ground pound without using bounce pads. We (the level designers) decided to leave the bouncepads and boost pads out of the onboarding section, and only introduce them in the introduction section of the level. This posed a large challenge for me. I tried to force the player to ground pound into a narrow gap between to death blocks, but after player tests this was clearly not the route to go. The camera and player simply did not fit this challenge.

As a developer, **I develop features and content** so that we can integrate it with other parts of the game.





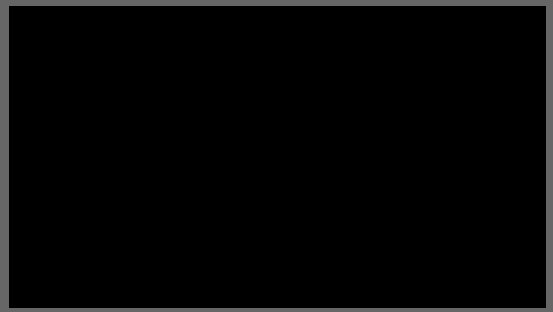


Ground Pound Onboarding Iteration

After the play tests from the previous iteration, I set out to find a better way to onboard the ground pound.

I first tried to solve the visibility issue. Players were not able to see where they were going to land. The first way I found I could create visibility was by adding a gap to the ground below. This let the player know where they were going to land but did not fix the issue of the jump being unwieldy for the new player.

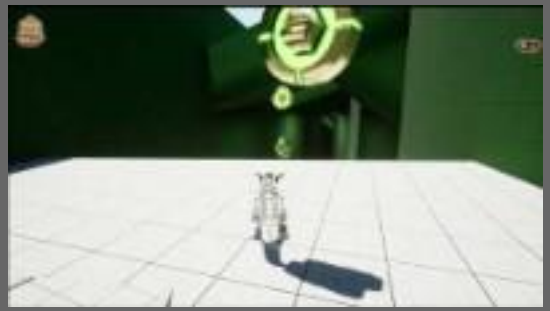
After some conversation with the other level designers, I tried a new method of adding death strips so the player would have to ground pound to stop there momentum. This worked better than the previous design, but still left the player with the ability to skip the section without using ground pound if they were skilled enough, nullifying this redesign.



Third Iteration

With the third iteration, I implemented the new redesign of the ground pound section as well as adding a ground pound section to the end of the ramp in hopes that it would teach the player how to momentum cancel with the ground pound. However, player tests were still unfavorable, as many players would die over and over on that portion, making them frustrated and confused. A lot of the confusion can be attributed to the ground pound not working in ball form, and despite me adding text on the pause in the slope, almost all did not acknowledge the information.

As a developer, **I develop features and content** so that we can integrate it with other parts of the game.



Fourth Iteration

For the last of my iteration, I entirely rebuilt the onboarding section. It was a new sprint and I wanted to start fresh. For this, I kept in mind the setdessing and tried to style the area in an interesting manner. The new onboarding had similar components as the last ones, but I entirely overhauled their challenges. Most notably, I had become annoyed and at this point exasperated with trying to make the ground pound work without death and bounce pads, so I used large drops with coins to incentivize ground pound use. I also concluded the rolling section with an abrupt pit where the player was meant to go. While there was no requirement to ground pound, smacking into the wall and falling was unsatisfying, which hopefully incentivized the player to ground pound.

Onboarding Progress Video

After this, I thought it best for me to move on to the twist as I didn't want to think too circularly (#action point W6). I was a frustrated when Finn immediately used the bounce pad for his iteration of the onboarding, despite us agreeing to not utilize it. It felt like it could have cut back on a lot of headache for me if I had also been able to use the bounce pad.

However, despite all that, I felt that my onboarding iterations were crucial in nailing down a final onboarding section, laying fundamental groundwork for Finn, Monika, and Martien's work afterwards.

Twist

Sprint 2 - 3

As a developer, **I develop features and content** so that we can integrate it with other parts of the game.

First Iteration

I wasn't quite sure what to make for the twist section. I found myself at a creative slog, in which I decided to just make what I wanted and see where that took me. This resulted in a fast rolling section with some skill jumps involved to keep the player active, which is exactly the type of challenges I enjoy in the game. I lifted the idea of split paths from what Ido was creating in his development section. I also made what the LD team came to name the "Path of Pain", which is a reference to notoriously difficult platforming section in the game Hollow Knight. While in hindsight this wasn't quite the best day of work (I was quite tired that day from some less optimal sleep choices the previous night), it laid some critical groundwork for me to spring off for the iteration.

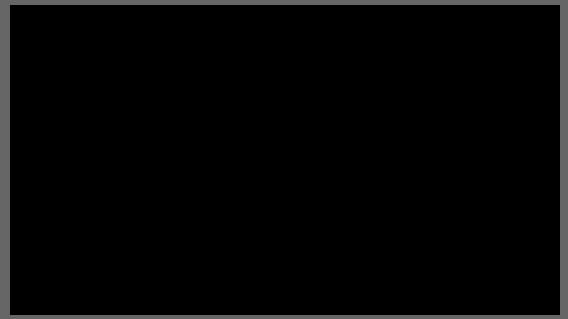
Second Iteration

The second iteration came along much better than the first. I started fresh, only utilizing the diagonal boost pads from the first iteration. For this iteration, my mindset was to dial up a mechanic to the max. For example, the pillar cluster was a further continuation of what Ido and Finn had been creating in the development, but with the twist of extra "hazardous" bouncepads. The player had to understand how the bouncepad and groundpound worked together to complete the challenge. Another spin on a mechanic is the misaligned boost pad jumps. They required the player to understand how their momentum would transfer over when traveling diagonally across a boost pad. I had hoped that the first diagonal boost pad section would teach the player an understanding of directional momentum which they could then transfer to this section, but it seemed players found it unintuitive. This was a shame to me because I found momentum transfer with boostpads the coolest part of the game. I wasn't quite sure of an ending for the section, so I added a fractured hall room similar to the one found in the introduction section which included a more thoughtful platforming section. This was the favorite portion for a lot of players.

As a developer, **I develop features and content** so that we can integrate it with other parts of the game.

Third Iteration

For this iteration, I expanded on the sections I had already made, as well as adding a few more. I brought back the idea of split paths from the first iteration, tying it into what now had become the pillar maze. I added 3 special pickups to the level as well, to try and engage the player into going for the challenge of collecting them. Players had trouble completing the boost pad on the bend in the previous iteration, so I swapped it out for a new section which utilized boost pads as pseudo bounce pads. While I enjoyed the mechanic, everyone else seemed to not understand how it worked and even when I explained it to them, they still had a tough time executing the jumps. Players also had a hard time on the split paths I had creating, the upper path having too many jumps on a curve and the lower section being confusing with the amount of boostpads. When making this iteration, I think I became too invested in momentum as a mechanic, which is too advanced for new players to be able to master in their short time of playing.



Fourth Iteration

For this last iteration, I decided to simplify what I already had. Changed the boost pad hopping section into a fast linear section more familiar to the player, except adding more places for failure. I tweaked some jumps in the pillar section, which I later found made the area play worse. I greatly changed the separate paths, now having one main path and the alt route being more hidden with a special pick up. I also added some QoL changes to the last two sections, such as a light path to guide the player through the switching boostpads and rearranging some blocks in the final temple to allow for traversal back and forth. I am overall content with what I produced for this section and feel like with just a one or two minor iterations the section could be perfect.

The twist is a major component of 4 step level design (a whopping 25%), so my creation of the twist helped intertwine the level section into one cohesive level.

4

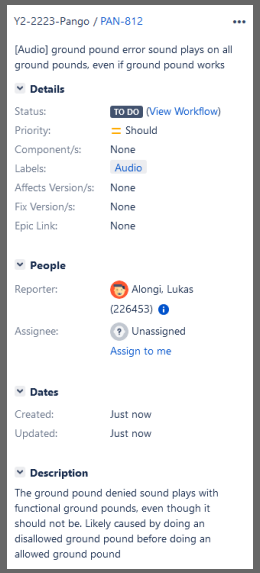
ILO 4 Testing and QA

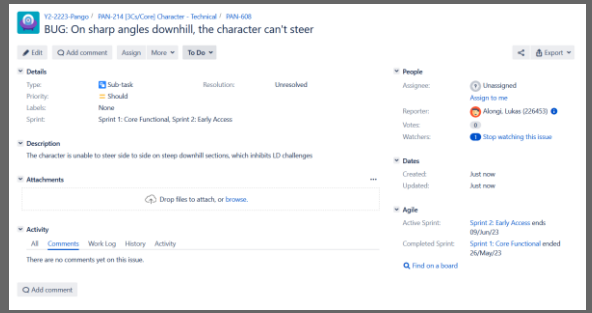
As a developer, I **test features and content** so that we can maintain build quality and create the intended experience.

No evidence provided.	Some QA and testing work is evidenced.	Meeting all criteria in Poor. The student has properly reported issues and defects in Jira when needed. Content submitted by the student has been tested before adding it to the build.	Meeting all criteria in Insufficient. The student's QA work has been done according to a proper test plan (e.g. pipeline, checklist, criteria). The student has also executed internal reviews of work done by teammates, for example via code reviews or submission assessment.	Meeting all criteria in Sufficient. The student has executed test plans and internal reviews thoroughly. Bug reports have been submitted by the student to Jira regularly, and they are well written, accurate and provide reproduction steps.	Meeting all criteria in Good. The student has played an important role towards maintaining the build quality with the team. The student reflects well on the role of QA in the game development process.

PAN-659

[Gameplay] Boost pads dont give boost if you roll onto them and then release roll



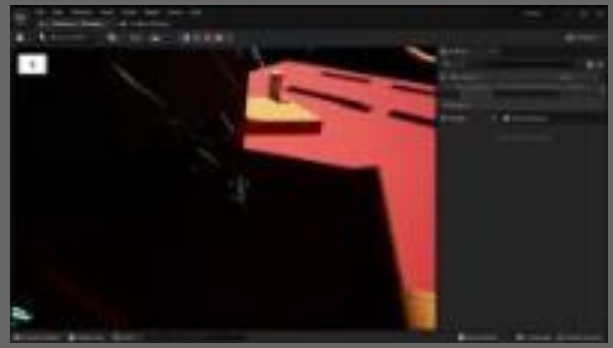


Filter Results: Lukas226453 Bugs reported

Summary	P
[MENU] pickup HUD disappears if you pause game and then resume	=
[Audio] ground pound error sound plays on all ground pounds, even if ground pound works	=
[Gameplay] Boost pads dont give boost if you roll onto them and then release roll	˅

Bug Reports

I didn't find too many original bugs as I focusing more on making content than testing previous content. However, I still stumbled upon a few. I followed our Jira pipeline when reporting them to the Jira kanban board. Below is a video on how to recreate one of the bugs I reported.



ILO 4 Testing and QA

As a developer, I **test features and content** so that we can maintain build quality and create the intended experience.

Smoke test

Smoke test spreadsheet

Jenilson set up a smoke test spreadsheet for the Early Access build and Final Release. The team was split into groups and each group tackled a portion of the smoke test, playing the build on their own laptops. The smoke test table would be filled out and given a grade by how functional the game was in its current state. Below is an example from the v1.0 smoke test.

	User Interface	Main Menu	Play button goes to the correct level	The menu button "play" loads the intended level.	Presentable
			Quit button exits game	The game closes when the "quit" button is pressed.	Presentable
			Controller navigation works	Using a controller the menu can be navigated through, with the player being able to press buttons to select their preffered option.	⚠ Broken ⚠
			Buttons are highlighted with controller	When using a controller, the buttons that are selected are highlighted upon hover and when pressed.	Presentable
			Buttons are highlighted with mouse	When using a mouse, the buttons that are selected are highlighted upon hover and when pressed.	Presentable
			Music	Menu Music is playing.	Presentable
		HUD	Coin element appears	When the player picks up a coin, the correct UI element pops up.	Presentable
			Artifact element appears	When the player picks up the artefact, the correct UI element pops up.	Presentable
		Pause Menu	Pauses the game	All game elements are paused and locked when the game is paused.	Presentable
			Can go to relevant menu's	Buttons are linked to their corresponding menu's.	⚠ Broken ⚠
			Controller navigation works	Using a controller the menu can be navigated through, with the player being able to press buttons to select their preffered option.	⚠ Broken ⚠
			Buttons are highlighted with controller	When using a controller, the buttons that are selected are highlighted upon hover and when pressed.	Presentable
			Buttons are highlighted with mouse	When using a mouse, the buttons that are selected are highlighted upon hover and when pressed.	Presentable

Conditions of Satisfaction

CoS spreadsheet

Jenilson also set up a CoS spreadsheet for the Early Access build and Final Release. Below is an example of this.

	Section 0 Onboarding	Canyon Environment	The Environment makes it clear to the player the game is set in a Canyon.	Presentable
		Lost Civilization	The Environment makes it clear to the player the game is set in a lost civilization setting.	Presentable
		Visually Appealing	The visual look is appealing.	Presentable
		Asset Consistency	No asset seems out of place (look, scale) and they all have the same art style.	Functional
		Non-disturbed player experience	The visual look is not overwhelming. No too bright colours or lights.	Presentable
		Functional Textures	No clipping or otherwise disfunctional textures.	Functional
		Edge of World	Edge of world is clearly defined and readable. Not too much repition is present.	Presentable
		Collision	No clipping. Modular kit snapped. No invisible collision hindering.	Functional
		Lighting	Skylight in place. Shadows in right place. Correct time of day is emulated.	Presentable
		Audio	LD ingriedients trigger correct audio.	Presentable
		Readability	Leashing is in place; landmarks, signposting, and lighting are noticable and draw the player in.	Presentable
		Coins	There are coins present in this section.	Presentable
		Cave Environment	The Environment makes it clear to the player the game is set in a Cave.	Presentable
		Lost Civilization	The Environment makes it clear to the player the game is set in a lost civilization setting.	Presentable
		Visually Appealing	The visual look is appealing.	Presentable

As a developer, I **test features and content** so that we can maintain build quality and create the intended experience.

Review and Testing

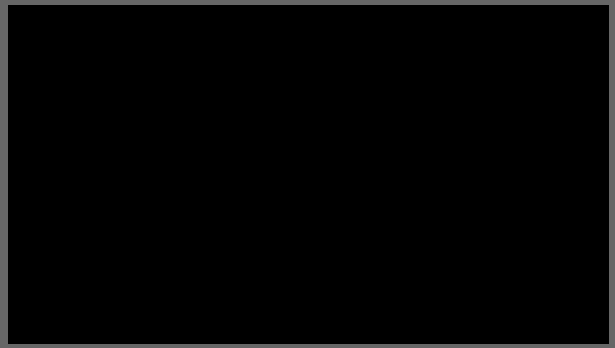
External Feedback

Play day feedback

As a level designer, I conducted multiple playtests across sprint 2 and 3. How I conducted the playtest by giving the player the game and then letting them learn for themselves, only stepping in if they were severely stuck. Some examples of playtest gameplay is on the right.

The playtests helped a lot more than receiving written notes from someone else, as I was able to watch the player play the game, instead of getting a secondary source to recount the playtest. It was also helpful to view the mannerisms of the person playing, as they may not always let on in words as to how they feel. If a playtester is slouching, it can mean they don't care or aren't trying very hard, which can be a good indication for the vibes of a level.

I gained learning and an #action point from conducting playtests for the first time. I found that trying to find playtests was a tiring task for me.



5

ILO 5

Team deliverable

As a team, **we publish and promote the game** so that the public can download and play it.

No evidence provided.	The game has been published on itch.io.	Meeting all criteria in Poor. The game was published with proper marketing assets, including 3 screenshots, a trailer, and instructions.	Meeting all criteria in Insufficient. The game was published in early access and received at least one proper update with bugfixes. The project has been submitted to the project archive.	Meeting all criteria in Sufficient. The game has received multiple updates with proper release notes. The team's engagement with the community is clearly evidenced in the Learning Log.	Meeting all criteria in Good. The game has been iterated upon regularly with feedback from external parties, including play testers. The student reflects well on the established learnings of publishing a game.

Game Deliverable

The Itch Page contains the screenshots, trailer, and download instructions for playing the game. The game can also be found of the Project Archives.

Community Engagement

Twitter TikTok
Instagram LinkTree

The game was brought to Rotterdam for an indie targeted event called Test & Play, where we received feedback.
We also received a plethora of feedback from Play day (link).

Extra Links

Devlog (and builds to go along with updates)
Miro Marketing section
Marketing Plan Document
Release Game Trailer
Early Access Build

Reflection

Having published another larger scale game before hand, this wasn't my first rodeo. However, it might have well been considering how different the experience was. Compared to my previous project *Starless,* which consisted of 5 developers doing a variety of tasks, having a team of 17 with defined roles was refreshing. It was nice to show up for the day and only have one task on my mind and not have to shift gears between different disciplines. However, while sticking to my one role was nice, I had less awareness in what else was happening in the group.

I also learned from this project how little marketing really matters to me. Of course, I want my game to be a widely known as possible, but I could not care less for the way it gets visibility. I, instead, want to focus on making as best a product as possible. This would be an important #actionpoint for the future, where I should try and associate with people who enjoy marketing to allow me to focus entirely on the game.

My self-assessment grade is: 7.8

Reflection on this self-assessment grade

I think I did a good job this block. I don't believe I stood out from the crowd in any large way, but I also don't think I was in the background. The work I produced was to the quality I wished it to be, and I don't feel I could have done too much better in the time that I had. I think the biggest struggle I faced this year was how unfamiliar I was with software used for the work pipeline. While I had been using Perforce in Block C, I was still fresh onto the platform. I learned a lot more about the software this block, being capable of getting later revisions and understand a file's version history. However, I still seemed to not be able to wrap my head around P4V submits, because for half the sprint used the correct notation before changing to the incorrect one randomly. I also struggled with Jira quite a bit, as it was the first time I had used such a program. I wasn't aware of the personal dashboard until the end of sprint 0, and never really got the hang of subtasks until sprint 2. However, after this block I can say I now understand the software, as I am able to modify query terms for filters to get a desired output, something I considered magic 7 weeks ago. While these are learnings, I think the bring down my ILO grade from what could have been 8+, as I feel that if I had understood everything before starting the learning log, I could have procured the exact evidence I needed with intention, instead of grabbing dozens of screenshots to sift through later.

How I plan to improve next block

Since I am not here next block, I will use this as a general improvement reflection towards any future workplace.

This block has taught me to keenly pay attention to the pipeline in place from the start and to make sure I understand it before I start working. Tracking work is just as important for a large project as doing the tasks, because understanding what is occurring within the group is necessary for a cohesive project. An army of 54,492 wins against an army of 100,000 because those soldiers know exactly how many men they have while the second army has an estimate. The small army is smaller, but they have everything accounted for. Therefore, I need to improve my paper trail and stay on top of the pipeline before it gets out of hand and causes issues.

Block reflection

My most significant achievements this block

- Creating a level section all by myself, from concepting to iteration and finalization.
- Releasing Pango, despite all its flaws.
- Working together with 2 other level designers to produce a fully playable level in a 3-week period.

My most difficult challenges this block

- Learning the Jira pipeline.
- Getting a late start on level design and having to produce a fully playable level in a 3-week period.
- Continuous iteration without space to think.

The most important lessons I learned

- I need to find the fun in level design when making a platformer.
- Give myself time and space to think about iteration. It will make a better project in the long run.
- Give more time for setdressing on a level.
- As a level designer, I should repass over the setdressed level to make sure everything functions correctly.
- Understand the pipeline before starting a project.