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  - Hello, everyone! Today I'm going to be talking about my individual study project which was focusing on the Process of Game Development and trying to create a video game as a creative project and both as something for myself to reflect on and as a work of technical prowess. So the goal for this project that I set up for myself was: I wanted to create a creative computer science project. Computer Science is something that fascinates me but for a self directed project something creative felt the most interesting to me and the most like it would push me forward to make something good. And I wanted to create the foundation of a continuing personal project, this is something I'm going to continue working even once I graduate because this is something that I find personally engaging. I wanted to learn new programming tools and gain experience, better myself in preparation for entering my field.
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  - And I just wanted to make a fun game to play, starring my little bunny Maggie May, with a picture included of her. So what was created as a result of this process? So there's the Maggie May Game, which is what I call my Individual Study 2, because it's the second iteration of this, and there's a screenshot included of it. There's my test program for my first version of the Individual Study, I'll get into that later. There's my development diary that was tracking my own personal progress, and of course this presentation that I am giving to you now, dear listener. So my development diary was a personal log of developments, compiling resources, and was just helpful for me understanding the scope of my project. There's an excerpt on the side from earlier on in the project. I'm a little embarrassed about what it says now because it's about individual study one but I'll get into that later.
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  - Ah yes! So iteration one, or individual study one depending on how you prefer, I was planning on making a 3D mystery game with an Agatha Christie vibe. I even had a whole story written out for it, it was going to be supernatural, it was going to be mysterious, very nice atmosphere. And I wanted to show off a level or a sequence since I knew it would be a lot of work, but I learned that this was a lot more ambitious than I was really able to carry out. I think that was one of my main enemies with this process: making something a bit too ambitious. But I do have a screenshot of my test project. Now, if you're looking at that and saying "hey that doesn't look anywhere near a big fancy video game" then you'll understand why it was too ambitious. But anyway, here's some features of it: I had a basic inventory graphics user interface, with a picture of it included here,
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  - 3D enemy patrolling, basic item collection, it had movement features, but that's not impressing anyone. I had a lot of little things but in summary it didn't add up to very much. It was mostly me just trying to make what I thought would fit but not

necessarily having the strongest sense of where I was going, and I think that came from the scope being, perhaps, a bit too large for this. And now I'll just go ahead and demo it for you, just so you can see what it looks like. Alright, hello! Alright, here is iteration 1's demo, as you can see I have this flat plane where I had a bunch of testing objects and lighting effects. The enemy has a flashlight, there's a coin object, there's my main player who is this fine tubular fella in the middle. I will show y'all the ropes.

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- So it's first person perspective, the enemy is walking around, turns around and kinda goes on this one path and you can see where it's looking with the light. The character can jump, kinda walk on things, can go up these stairs which is quite nice, you can grab this coin, you can bring up this inventory GUI which doesn't have anything unfortunately. You can also press the control key to 'crouch,' I say that with air quotes. It brings up this torch effect which is supposed to demarcate stealth occurring. Not super much going on in here, a lot of this stuff took a lot more effort than you would think it would, taking a look at it. So you can kind of understand why I was thinking "hm a 3D game maybe seems a bit more beyond my immediate ability to deliver," so that's why I decided to switch back. Anyway, let's get back to the presentation. And we're back from the demo!

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- So, moving on I would like to talk about my Maggie May Game: the proper result of this individual study! So this is my individual study 2, this is a 2D platformer starring time traveler bunny Maggie May, it's a very cutesy thing, a lot different tonally than iteration 1. And I was aiming for a few levels, but I ended up with one wholly complete one, don't have much else to show, unfortunately, for that. This was a lot more reasonable of a scope, I definitely learned to pull back and have more reasonable expectations for myself. Honestly, if I could tell myself something at the beginning of this whole thing it would be: "hey, lower your expectations a little bit y'know, you're not gonna make a triple A big video game in this short amount of time." But yeah, here's a couple pictures of it, here's the playable level 1 and then there's Maggie May with a couple lil sprites. I did the art of the sprites myself, so that bunny, that robot, that crystal were drawn by me.

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- And some features of iterations 2: you got platforming, of course, item collection for crystals and various health pickups, there's some basic animation work in here, it's not winning any awards but I'm pretty proud of myself for putting in some basic animation, and I have my fully playable level. And here, what you're looking at here is a screenshot of part of level one, including some of the enemy CHOP bots and a time machine you're supposed to get to at the end of the level. And now I would like to demo this Maggie May game! Alright, so now we're looking at the Maggie May game, or iteration two/individual study two, whatever you prefer. And here I'll go ahead and play it for y'all. It has background music, it has a nice user interface, you

can collect things, I got a little robot coming after me. Oh, I got kinda stuck there, that was unfortunate.

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  - You can hop around, pick up more things. Don't wanna fall into that hole or I'll die. This is a fully playable level, with very mean game design by me having that one crystal in between two robots. I'm quite proud of this, I'm gonna try and get to the end real quick so you can see how the time machine works. Yep, so it just brings up this little thing. Normally the continue button would go to another level but in this instance it just ends the game. I put a lot of decent work into this, I'm very happy with how this has come out, and I'm really excited to keep working on more. But with that said, let's go back to the main presentation. And we're back! Alright, so, that was the result of my work. I know it could have been more than what it was, but y'know, a lot of things came up, a lot of changes had to be done through the creative process of making this.
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  - But ultimately, I'm still happy with where I ended up and I'm going to continue working on this. It's not going to be for a grade or anything, it's just going to be because I want to! And I think that's the optimal outcome for myself in this whole project, so thank you for listening to me today and I hope you enjoy the rest of your day! Thank you!