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Instructor: Prof. Michael Andreen and Prof. Timothy Christopher

ATCM 4376.001 - Game Production Lab I - S18

04/25/2018

Part 1:

As a group, put together a short list about each member's role and contribution to the project.

Creative Director: Sharon Loughheed,

1. Gave creative direction
2. Helped with planning
3. Ensured builds were ready
4. Fixes/touch-ups

Producer: Anna Cordaro,

1. Schedule management
2. Meeting management
3. People management
4. Build management

Game Designer: Fernando Flor,

1. Dialogue Writing
2. Early planning and design
3. Importing Assets into party
4. Alpha and Beta Surveys
5. Data Analysis post-public-testing

Game Designer: Talia Henry,

1. Initial game design and mechanics concepting
2. QA Testing
3. Interactive dialogue writing and formatting (cut)
4. Helped format the cell structure within the game

Programmer: Chris Walka,

1. Developed the object interaction systems in used in each scene.
2. Designed and Implemented the cyclic world system with randomized environments.
3. Built the NPC movement and rudimentary ai into the Party scene.
4. Developed third person camera for bedroom.
5. Did the mechanics of glowstick footprints, breadcrumb particles

Programmer: David Page,

1. Developed notoriety system and tied it to all party interactions.
2. Built all UI menus in conjunction with concept artist

3. Designed and Implemented passive (used in final build) and active (unused in final build) dialogue systems
4. Developed state change managers for bedroom and party.
5. Worked with fellow programmer, producer, creative director, and testers to identify and fix bugs for each build.

Environment Artist: [Jordan Turner](#),

1. Assisted in getting all assets scaled and prepped to be implemented into the game
2. Fixed any texture and modeling bugs that were apparent.
3. Created numerous models and textures for the party scene including:
 - plates, spoons, chairs, tables, stereo, lights, banner, pong set, keg, and others

Character/2D Artist: [Sara Besserer](#),

1. Textured all of the bedroom except the blanket and textured the floor
2. Made UI/Art for main screen, menu screen, loading screen
3. Created all the character models for the game
4. Made particle effects for the game (sparkles, footprints, etc.)
5. Did Concept Art for the game
6. Made storyboards
7. Implemented some textures into the game

Animator: [Christopher Clark](#),

1. Recorded, cleaned, and transferred motion captured animations.
2. Configured the animation blend trees within the project.
3. Imported completed animation clips
4. Applied clips to characters in each scene.

MoCap Acting: Nicholas Stitten, Anna Cordaro, Sarah Besserer,

Sound Design: Connor Goeke, Joseph Nied, Riley Deaver, Brittany Simer, Zack Jernigan, Sidney Golden, Nathan Martin, Sekou Toure, Alexander Lee, Nathan Ross, Matthew Popham, Cat Nanagas,

This goes at the top of every postmortem.

Part 2:

Individually write about:

[your contributions to the game](#)

List of things I did:

1. Set up the environment in Unity for both bedroom and party
2. Set up the lightings in the bedroom

3. Faked the lights in the party
4. Fixed any texture bugs
5. Did the particle system in the bedroom
6. Models and textures of:
 1. Back Curtain (Mesh only)
 2. Basket (Mesh only)
 3. Bed (Mesh and Texture)
 4. Bed Cover (Mesh and Texture)
 5. Book (Mesh only)
 6. Carpet (Mesh and Texture)
 7. Computer Desk (Mesh and Texture)
 8. Computer Keyboard (Mesh and Texture)
 9. Computer Mouse (Mesh and Texture)
 10. Computer Screen (Mesh and Texture)
 11. Computer Desk (Mesh and Texture)
 12. Desk Chair (Mesh and Texture)
 13. Door Frame (Mesh only)
 14. Door (Mesh only)
 15. Door Knob (Mesh and Texture)
 16. Drawers (Mesh only)
 17. Dresser (Mesh only)
 18. Floor (Mesh only)
 19. Front Curtain (Mesh only)
 20. Mirror (Mesh only)
 21. Pickle Rick (Mesh and Texture)
 22. Picture Frame (Mesh only)
 23. Pillow (Mesh and Texture)
 24. Plant Leaves (Mesh only)
 25. Plant Pot (Mesh only)
 26. Plant Stem (Mesh only)

27. Room Light (Mesh only)
28. Room Trims (Mesh only)
29. Room Walls (Mesh only)
30. Side Lamp Lower part (Mesh only)
31. Side Lamp Upper part (Mesh only)
32. Window Frame Big (Mesh only)
33. Window Frame Small (Mesh only)
34. Window Blinds (Mesh only)
35. Dance Floor Circle (Mesh and Texture)
36. EyeBall (Mesh and Texture)
37. Arm (Mesh and Texture)
38. Balloon (Mesh and Texture)
39. Bar (Mesh and Texture)
40. Cake (Mesh and Texture)
41. Candle (Mesh and Texture)
42. Wooden Chair (Mesh and Texture)
43. Cloth Chair (Mesh and Texture)
44. Dance Floor Square (Mesh and Texture)
45. Clown (Mesh and Texture)
46. Cup Glass (Mesh and Texture)
47. Hand cut off (Mesh and Texture)
48. Ceiling Ribbons (Mesh and Texture)
49. Ceiling Ribbons 2 (Mesh and Texture)
50. Human Body (Mesh and Texture)
51. Musical Keyboard (Mesh and Texture)
52. Strobe Lights (Mesh and Texture)
53. Fancy Lights (Mesh and Texture)
54. Plant Leaves (party)
55. Plant Pot (party)
56. Plant Stem (party)

- 57. Plate (texture only)
- 58. Punch Bowl (Mesh and Texture)
- 59. Sofa (couch)
- 60. spoon (texture only)
- 61. Square Table (Mesh and Texture)
- 62. cloth table (Mesh and Texture)
- 63. Bar Stool (Mesh and Texture)
- 64. Volumetric light (Mesh and Texture)
- 65. Light reflection (Mesh and Texture)

how you felt about the performance of your team

The team was very helpful and informative. Even when I couldn't come to class on time, they made sure that I know what I am missing and what they want from me to help them. I interacted and worked with some team members more than others.

how you think the game turned out

I knew from the beginning that we wouldn't finish all the levels. However, we have exceeded and finished at least two levels which is more than what was expected.

what problems you noticed and how you would address them

1. Communication problems between me and the other environment artist. However, we talked to each other about each other work and task without overlapping on each other.
2. Leaving all the work a day before the submission. I wish the other team members worked during the week instead of leaving everything till the end. I have done my work on time.
3. One of our programmers was sick, however the other programmer covered him and helped in finishing the work.

Subject: ATCM 4376