

Product Progress Assessment

Admittedly, I am falling a bit behind on my progress with the project. I am not at all on track with the calendar since the learning curve for Unreal Engine is so large. However, I am finally confident in my abilities to create some sort of simple landscape for my player, I just need to devote more time towards level design, which I have been having trouble doing lately. Unreal Engine is a very large program with vast capabilities and I am barely even scratching the surface of what is possible, but at this point, I need to create at least something towards my final product or else I will end up disappointing both myself and my mentor. I overestimated my ability to learn new things and underestimated how much time I truly need to set aside to complete this project. With Prom close at hand and my Eagle Project for Boy Scouts also looming over my head constantly, as well as the attention needed to be given to my AP classes, it is a miracle that I am still hanging in there. As I've said, I will start actually making things, even if it doesn't live up to my expectations, but since I am an absolute beginner to the program, I will need to create anything to show to my mentor for critique and advice.

I have the entire project left to complete, but as I've said before, the hardest part about learning the program to a satisfactory level is finished, so I will now create the entire overlay of the level and worry about materials and assets later. I am quite concerned with the progress, but as long as I set aside enough time to complete the project, I can finish the level. This will require a massive view change from when I wasted time surfing the Internet or watching TV and instead buckling down despite my tiredness and work with Unreal to create the level I have in my head. Dreaming of the concept is not the hard part, it is actually creating it and making it a reality that is my biggest struggle. This product is becoming the way I have envisioned it however, as I set

aside a lot of time and cut a massive amount of objects I wanted originally in my game in order to overcome this learning curve. I planned out such a zealous and relaxed calendar so that I can get my hands around Unreal Engine.

By creating this product, I have learned how difficult the area of game design is. Thinking of a game idea is not even half of the work, it is actually seeing if one can accomplish their own goals and ideas for the game. I have learned that I can learn a program somewhat slowly, but I retain a lot of information, especially considering the size of the tutorials I looked at. My mentor is here to regulate my progress and give me advice to improve the game, but in order for that to happen, I need to actually make something.