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IxD Final Project Reflection

I loved having the chance to work on this capstone project. I succeeded in my real goal, which was learning the pipeline for developing 3D games, games involving the Vive, and games involving networking. I learned the things that I enjoyed: design for VR, building games and assets on my own, developing using the Unity pipeline. I learned the things I hated: developing networking code and making multiplayer games as a solo project. I was also certainly infuriated by the fact I couldn't add in lots of things (due to time) that I would have liked to: documentation to play the game on your own, tight UI to decrease user error, win states, scene flows, animations, better documentation on my process (including as you had mentioned in class, a list of the lessons I learned, such as the importance of Scale, adapting the technology to the that I found in developing for VR), updating my presentation, getting better quality images for my poster, assembling and compositing etc, etc. However, all that said and done, I'm incredibly proud of the things I achieved: acquiring the technology and designing a space that facilitated people trying out and getting excited by VR for the first time, building a working game that functions as asymmetric multiplayer, and successfully navigating the new and unexplored space that is multiplayer and asymmetric and VR experiences.

I feel that even though I did complete this project solo, I should attribute the people that helped along the way, as they were invaluable to my ability to pull this whole thing off. STF in Kane Hall loaned me the laptops at a moment's notice and for longer than they usually allow. Jon Geibel of Pluto VR, local VR startup, loaned me his personal computer to allow me to run it at the show and provided me with valuable critique. Erin Caswell, Esmeralda Duenas, Zixing Guo, Mikey Wong, and Ashley Nguyen all lent me their artistic talents to develop concepts and the Racer and the Hoverkart for the game. Around 20 different students, friends, and friends of friends all came one weekend and tested out an early unfinished build of the game, which gave me great direction and feedback and to which the current build owes much of its polish. And innumerable online resources, both assets and tutorials, that were published free and online were the backbone to my project and I could not have done it without them.

There's way too much to talk about this project to fit on a page, I could probably write several very long articles about it (and I plan to, come summer) so I'll focus on one thing that I loved most about this project, and found most illuminating. I have begun many games that have not finished, and a very few that have. But this quarter, thanks in huge part to what I've learned from the Design program, I finished not one but 12 different games that all taught me new things about my own design process. I know now more than ever that I want most to go into the field of Game Design (if you have any contacts out there in industry who need entry level game designers, please let me know!) but what's significantly more gratifying and new is that I now know I can do it. I would not know that if it weren't for this class and the Interaction Design major in general, so thank you so much for everything. Now I'm going to go sleep for a week.