

Computer Games Project – Personal Report

Arnaud Espagne – B00194548

At the beginning of the year, I was pretty excited about the game project, but I was a little anxious because of the modules of the first and second year that I've missed here in Scotland. I had a little experience in video games development because of my previous internship in France in a video games studio, but it quickly appeared that the development processing was very different, and it was great to have a Scottish leader like Ross to guide us throughout the whole project.

The first semester was a little chaotic despite frequent meeting in order to determine the tasks of everyone. I was assigned to the shadows, but unfortunately I didn't succeed to make them work properly, and I get stuck for a long time on this problem.

The second semester began with a better organization around the risk plan, so everybody knew what the priority was and could work on it depending on his capacity. The code was very well-structured so we can add and work all on very different stuff without any problem.

I was a little disappointed to know that the game was more a technical demo than a real game, because I wasn't confident with OpenGL, but I have learned a lot and it will certainly be very useful for my future studies. When I stopped to work on the shadows thanks to the risk plan, I move on to new tasks unrelated with OpenGL and the semester was consequently more productive and interesting.

On a personal plan, even if I was discreet, I had pleasure to work on this project and it confirmed me that I want to stay on this way, but it also appeared that I lack some prerequisite and that I need to work harder in order to be more confident with all the programming stuff. It's why I will continue to study informatic in France but in a more general way, before explore more deeply the world of video games programming.

In conclusion, I think that the project went well, and we had good time all together.