



### **Train2Game Student Diaries Dateline 22 October 2012**

Craig Moore - Week 48

As we move closer and closer to submission things are certainly feeling more stressed. The game is coming along but it would be foolish to think there couldn't be any problems along the way. Hopefully though we can continue to power through and get the game polished for release as it certainly is beginning to feel like a playable game now.

Major focus for myself is now going in to the player experience, after going to the F2P Summit a couple of weeks ago the clear message seemed to be that players want feedback for things they do. Congratulate them for interacting with your game and thank them for playing it, this will lead to engaged users who want to play your game and look forward to picking it up again. Ultimately this will lead to conversions and hopefully in-app purchases.

Other than that I am still working through my Train2Game coursework, due to the weight of work at DR its becoming almost impossible for me to focus on it during the week. It's frustrating but I think it will still enable me to complete it all by Christmas. I am now down to single figures in the work left for me to do and the thought of finishing it is incredibly exciting.

Thinking about it, this is the end of a 2 and a half year adventure which will open up the rest of my life. It will be nice to be able to relax a little before I move on to doing my own projects again in my own time; I can't wait to get back in to that!

Cheers  
Craig

Matty Wyett Simmonds week 46

Week 46! I think I should be on week 48 but I've had holidays so it makes sense. This week has been busy as per usual, but I didn't manage to finish my weeks work >.< It's been a lot of work though, I was making pathways that all join up, which isn't hard but just a lot of work, you have to make 16 varieties of paths like crossroads and T-junctions etc. I did about 3 sets of them and also 2 other assets which wasn't too bad for a week I don't think. Everyone else has been working hard too, we are coming close to the release date of the game we are working on!

On a side note over the weekend I went to the SeaLife centre in Birmingham! Got to see the sharks eat which was cool. I wish they had a few bigger sharks but it was still good, they had a glass tunnel and everything. Also got to see otters eating as well, they fit so many tanks in that small building, I was disappointed at the size of the building when I saw it, but after I walked in and saw what they did with it all I was rather impressed. Also got me a new gaming headset and a new halo book over the weekend! (I have every Halo book so far ^^) It's a continued story from the last one which left off with a cliff hanger.

Also in other news Tim is back! He was a student here before but got a job at Climax. Til next week!

MattyWS

Ezekiel Morris - Developers Diary 19

Hi again, this week has been ok, I can't believe that some people can't see how much work goes in to a video game, not knowing how many problems that need to be solved for an artist. So much work I feel that being an artist in the game industry can be tiring, working late hours trying to finish sprints for a tight deadline, but that would be the same as working in the animation industry or the film industry.

There's one thing that I would never do and that is slate someone's work on any production if its games animation, film it always depends on the style and the storyline because the style needs to catch your eye and the storyline needs to make sense and obviously you're not going to please everyone but acting like a douche is not me so I don't follow what people say.

What I really find annoying is I just finished this awesome animation and this happened to me the second time, so I ending up changing the animation so that it can only animate in the UI space. Once again Amanda and I have swapped roles, she does one animation and I do one character costume.

Amanda Blatch week 5

So this week was similar to the week before. Given a set of tasks to complete which consisted mostly of character art and also a single animation. It has been a tight week on tasks and having just picked up a nicer way of animating on Maya I was sharing what I learnt with our main animator alongside helping him with the process of how I create, cut out, rig and export characters into Unity as we both swapped a single job with one another to mix it up a little so we weren't always doing the same thing. The process of animating has been getting better and I'm getting faster at it after the initial 'shock' of it having not properly used Autodesk software to animate before. But already on my second try I'm trimming down the time it takes me to do it to around half a day, maybe a little less now. Here's hoping the more I do, the quicker I can complete my animation tasks!

But apart from that I haven't much else to say... it's been a pretty quiet and productive week to be honest. So till next time...