

Leo Asplund The Book Keeper Reflection

GP3 VG Assignment.

FG23, Team 02 PURPLE.

GP23 BODEN.

21 Jun 2024.

1. Mindset

Regarding my mindset during GP3, I have a few reflection points to go over after finishing the game project. To start out with, in the early stages of the project I wanted to primarily learn more about programming in Unreal Engine C++ while at the same time working with the other programmers in the team. I wanted to learn more about how to structure our code for the project, how to make sure it works properly, how to make sure the C++ code can get shared to everybody in the team through Perforce. Just getting the basics down regarding Unreal C++ and setting the project up for this. After about 3 weeks into the project, I started feeling efficient working with C++ in Unreal Engine, which helped me with my confidence going forward.

I took responsibility for setting up our team's Perforce repository in the first week. I did a lot of testing on the *Streams* feature in P4V before holding a team meeting about the pros and cons of my findings. I gave my opinion on the matter and had a vote on it. All I wanted was for the Perforce experience to go as smoothly as possible for the entire team during the game project. We chose to have everybody working toward a single main branch. I then held a second team meeting where I showed the team how to set up and use Perforce P4V with Unreal Engine integration. In retrospect, the Perforce experience has been smooth. People had Perforce errors sometimes, there were a few times where people lost a little progress too, but these were no big problems to solve, so there was very little downtime related to Perforce during the project. I'd say my efforts doing testing with Perforce started paying off from the very get-go when everybody in the team had set it up, because we started seeing the first prototype assets and code pretty much immediately.

Finally, when it comes to my own programming, I took ownership and responsibility for it mainly by making sure it's clean and well-tested. I did multiple iterations of my code to clean it up, make it more concise, test it thoroughly to spot any bugs and fix them accordingly. I made tasks for myself frequently in Jira, prioritized the most important stuff first, and when I had no tasks left for the sprint I would check up on other programmers or the Product Owner to see if they needed help or to chat about what's next. I feel it's always good to talk with other team members to get a feel for how the project is progressing.

2. Cooperation

In terms of cooperation, I collaborated most with the other programmers in the team. We were never afraid to ask each other for help. If another programmer asked me for help, I would drop my task and put my focus on their problem instead. I would never turn down the opportunity to help them. This kept the morale and cooperation up on the programming side because asking for help prevents the common occurrence of trying

to solve it alone and not speaking to others. We ended up with all parts of our code having been touched by multiple programmers by the end, and all of it still worked! This was no doubt a result of clear communication between us programmers.

When it comes to me affecting the morale in the other disciplines, updating my Jira tasks and fixing bugs has helped a ton. Seeing bugs fixed quickly on the Jira-board was appreciated by the QA people. Also, showing off what I've been working on has given a morale boost to the other disciplines, especially the design department. There were a few times that they would ask me if something could be done, and I'd already done it and could show them right away. We were kind of on the same wavelength in that way, which was cool!

Regarding following our team contract, I didn't think too much about it. Just like last time in GP2, I made sure to get to school on time, attend our meetings, work for the agreed-upon hours, complete my tasks, being nice and listen to team members when they need my help. This encompasses most of the contract anyway, so for me it wasn't hard to follow. I'd say the rest of the team was good at following the contract as well.

3. Contribution

Character Spawning

I programmed the spawning mechanic, and the smooth camera transition to the spawned character when possessing it.

Video: [Spawn Character Showcase](#)

Troll movement

I programmed the Troll movement. You can launch the troll like a bowling ball by pressing the spacebar. You can also turn the troll.

Video: [Troll Movement Showcase](#)

Slime Movement

I programmed the Slime movement. The slime can move along any surface at any angle. Characters can bounce on the slime.

Video: [Slime Movement Showcase](#)

CameraBoom collision fix

I modified the CameraBoom behavior for all characters so you can view objects in front of the player without the CameraBoom collision activating, until the camera itself collides with the object.

Video: [CameraBoom Collision Showcase](#)

Magic book movement

I programmed the book's movement late in production. The book follows the princess smoothly and twirls when catching characters.

Video: [Book Floating Movement Showcase](#)

I also did animation implementation and movement for the princess, along with other smaller things like some VFX work and input setup.

What I did good:

Frequent collaboration with programmers in the team, which resulted in us being able to do work in each other's scripts when it was convenient and not breaking things.

What I want to improve:

There were a few days where I was struggling programming the Slime Movement. Those days I didn't talk much with anyone in the team. I want to catch myself doing this in the future and just talk with someone in the team about the problem I'm trying to solve.