

Ascendance

Post Mortem

Ascendance was the first large team project I worked on and it was a fantastic learning experience. What went well through the production process was learning the engine and the overall creation of the warehouse level. On the other hand, there are aspects that didn't go too well. Since this was the first major game project I worked on, I needed to learn how the team worked and how the team members got the build through SVN. This had some getting used to with the IP addresses for the build and the new username and password I had to remember. There was also the process of committing the build at the end of the day. Which this process I found inefficient because we could not commit at the same time so it took half an hour, sometimes, before everyone was finished. So, the game is made in the Unreal Engine and with that I learned that version control is very important. We started off in Unreal 3 and midway through the project Unreal 4 was released, so everyone needed to switch over. Since there were some differences between the versions some of the scripts and mechanics broke. We had to take about a week getting everything fixed and working properly again.