Applz Postmortem

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Overview:

The purpose of this game truly was just to test out my 3D modeling skills and try and implement some stuff I made in Blender into a game. I learned a lot about materials and how to organize and create them in blender and how to use them in Unity. The game itself was a 2-week production process but truly I only worked on it probably 7 total work days. Nothing is novel about the game which I find to be the most frustrating. I was just making a basic game but at some point I did think "How can I add a new twist?" and failed to come up with anything novel. This, I found to be the most disappointing part of development. However, I was glad that it got finished and put away after 2 weeks so that my frustration did not drag on. Something I found surprising was that I was really afraid the game would be too easy and instead I've gotten feedback saying it is actually too hard. Should probably playtest more.

Art:

As stated earlier, this was my first go at making my own 3D art for a game and honestly, I thought it wasn't too shabby. Obviously, there is huge room for improvement but that just comes with time. I put an excessive amount of focus on "juice" (special effects, camera shake, subtle animations, etc.) to make the game just feel better. I was very pleased with the single scene format by the end that was just a menu that jumped down and swished away when the game started. The UI was taken from a free asset pack of icons and I much prefer word-less buttons and I'll hope to carry that UX design trend into the future. Overall, I thought the UI and artwork was clean and straightforward.

Programming:

I had a ton more manager scripts than I have in previous games this time (GameManager, SpawnManager, HudManager, etc.) and it helped organize my thought process a lot better. I still struggled to make adjustable apples. At the beginning I had an idea to have many different colors of apples with different colors of explosions and they would all be easily changeable by

changing the apple type (integer value) and it would change everything but there were many parts that required copied and pasted hardcode which is a big no-no and I'll continue to avoid doing.

Production:

Something that I've done in previous games is gotten so frustrated with the game by the end that I end up putting out something that is somewhat incomplete. I knew that apples sometimes would spawn near the edge of the screen more than I'd like and I was so tired of working on the game and I wanted to be done with it that I didn't put in the additional hour to make that bug fix. This is a bad habit and fortunately these games are free and no one's jobs are on the line, but it doesn't help my personal way of working and thinking and it certainly doesn't help my brand reputation.

Conclusion:

Overall, this was a fun mini project with many things that I would change, but my aim wasn't to craft a perfect game, it was more of a test game to work on 3D modeling so I want to think of it more as a Prototype than a finished game. I still hope it's fun and people enjoy playing it. A big thing I've been reading about for indie games is that people don't buy the game for the game, they buy for the developer / the personality. Lately I've felt that the games I've been making (with the exception of Scarekeepers) have been very generic. I want to play more to my strengths (improv/comedy/storytelling) which are conveniently very good strengths for game development and the fact that I haven't been using them is a shame. I hope my next release will feel less like a generic app and more like a game by Adam Konig.