Post Mortem

Pros:

* Concept-
  + I believe that the ideas I have created regarding the lore of the Feralands is a step in the right directions for creating a beautiful, believable and interesting environment.
  + The environment contains enough in content to relay the history of the what happened to a degree while still leaving space for objectives and gameplay within. While the details of those events would be left up to the imagination or otherwise told through npc dialogue and the side missions if the player wishes to interact with them.
* Landscape-
  + The design I created for the landscape contained a number of distinct topographical features.
  + The atmosphere of the imposing castle standing far above the local city is an awe inspiring setting, furthermore the centralized location as well as the imposing castle battlements make the area more linearly focused when pushing towards the palace itself. While how I oriented my landscape allows a lot of the place grounds to be visible from a number of angles and visa versa bringing it into the environment and opening the space up to player observation.
* Design-
  + I believe that my choice in designing a large amount of the structures around the environment in their pre-raid state allowed me to get a better understanding of how the process of events happened for the raid as well as making it easier to create the destroyed versions by removing components to match the damage.
* Organization-
  + I think that the questions I posed to Goncalo were a good step in organizing my idea of what I wanted the space to look and play like. I believe that they hit key points regarding how the space should be organized and what should be focused on from a level design standpoint before hand.
  + The information I gathered regarding a number of the buildings, and landscapes in my research did prepare me a good degree for the aesthetic and layout of medieval cities which I originally had little

Cons:

* I tried to jump in head first to the newest version of unreal (4.25) believing that it wouldn’t have a drastic change in its functions and as a result was left wasting a lot of time trying to work with the program’s new functions and bugs leaving me stranded after I spent an extended period of time on the landscape design only to be unable to transfer that landscape to the old versions of the program. I believe that with enough time spent on familiarizing myself with the update before hand I would be able to stream line the work I did to a degree that would have drastically increased the quality of the end result.
* Due to my tendency to build assets to custom fit the locations I am working with, I was unprepared to create a high quality environment. If I had increased my inventory of assets from the UE store before hand (or worked with an earlier version of unreal to even allow the use those assets) I would have likely been able to apply much more in detail and texture to the environments and assets.
* Even before Goncalo told me to focus on the palace as the primary area to work on I believe that I was spreading myself a bit too thin regarding number of the areas that occupied the landscape. I should have been doing more to build up one area (namely the palace) before adding details to the landscape or spreading out to include more locations in the surroundings regardless of whether they would have actual gameplay ramifications or act as a landscape set dressing.
* While the level of detail I could get to with regards to the landscape sculpting tool was reasonably high I do recognize that I should have used a lot more in assets for detail work on the ground work.
* As a game I should likely have been building this environment with more of a focus on the objectives that the player would be working towards and building the scene to better facilitate these objectives. This would have given a distinct goal to the locations I was creating instead of making the space from a more aesthetic oriented position. While the aesthetic driven focus did take away from the functional gameplay to a degree I do wish I had more of an idea what the overarching plot was for the rest of the game to try and integrate a more distinct plotline into the gameplay.