



Project End Presentation |



THE TEAM

Original Scope

- 3 Vikings and 12 levels
- C++ Game that functions on mobile
- Urho3D
- Stay sane



Formed Scope

- 4 Vikings and 11 levels (Check)
- C++ Mobile build (Check)
- With Urho 3D (Check)
- Some of us stayed sane



Challenges

- Urho 3D & building to android
- Programmers implement art
- Lots of intensive courses took part during the Project
- Absences = more onboarding



Solutions

- Retrospectives
- Feedback and facilitating conversations about design features
- Working methods, consistent pipelines
- GDD, TDD, Art Bible etc.
- Facilitating reading of the documentation



What we learned

- Knowledge of in house engines/peculiar engines
- Project management
- Shape Language
- Tilemap Making
- How to Compile Game Engines





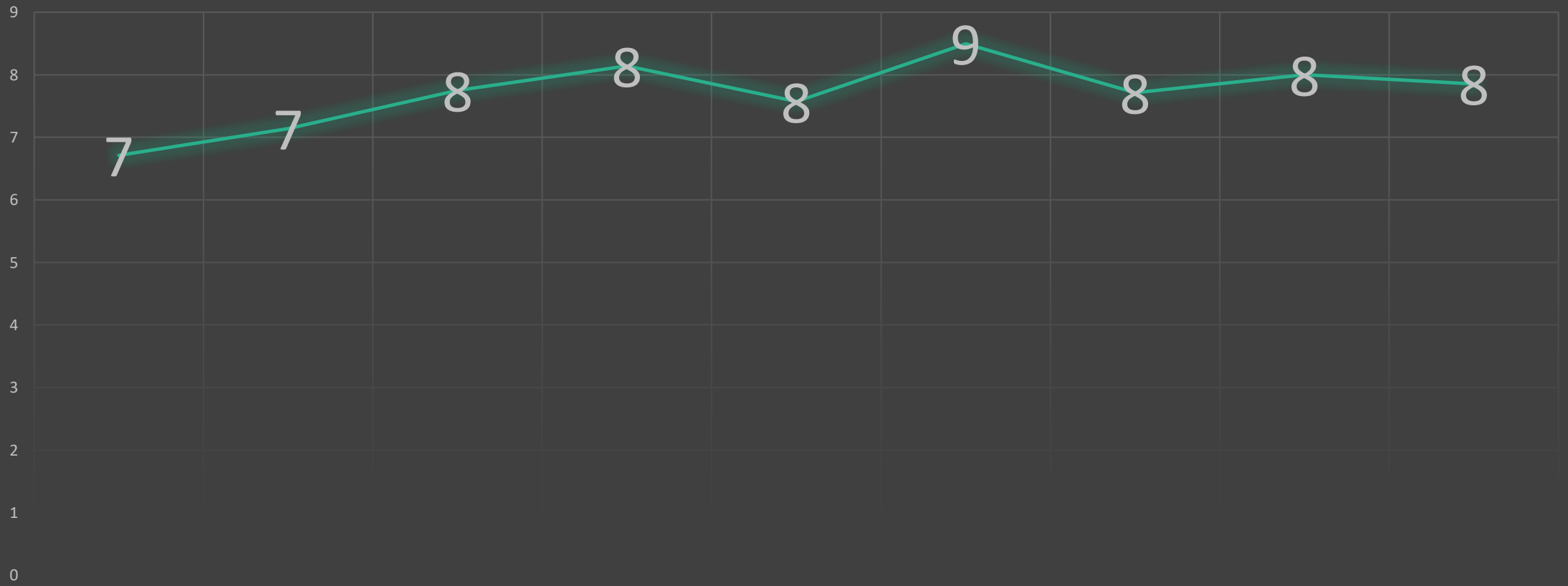
Mental well being

- We had a few days when we were spending a part of our day playing games, instead of developing
- Dungeons and dragons ran by the Producer
- Worms Armageddon party game with the whole team
- Jackbox party pack. Some T-KO & Quiplash

Why is this here?

Just wanted to point out, that it's not always about making games, it's about playing and having fun together too. That's how you build functional teams.

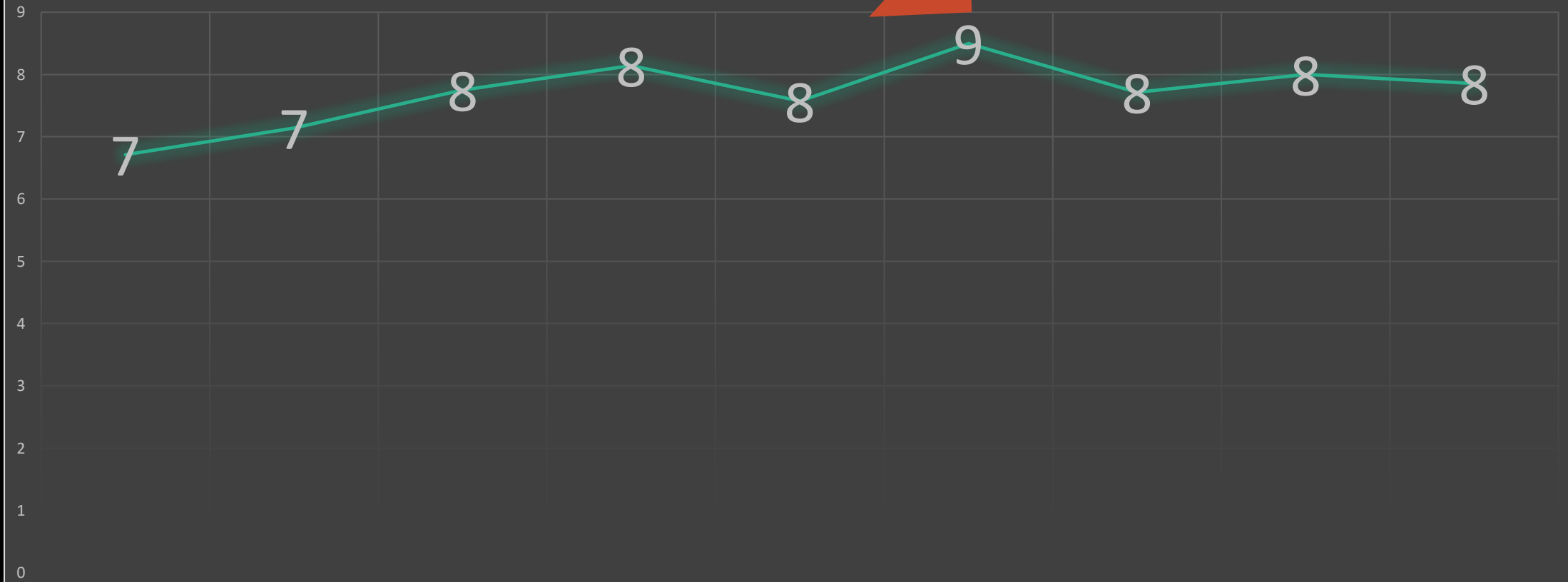
Average mood of our project Team on a scale from 0-10



BUILD

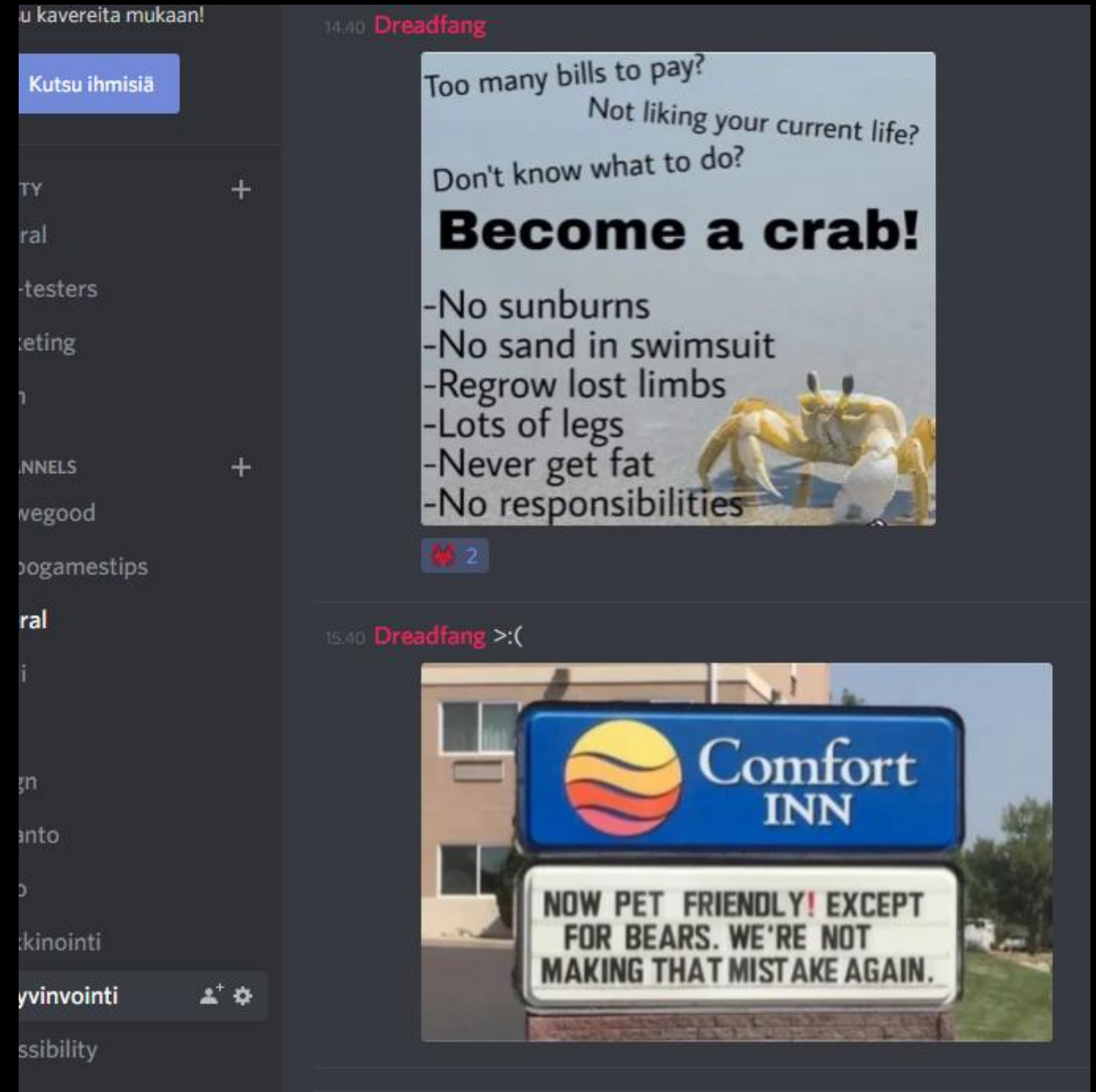


Average mood of our project Team from 0-10



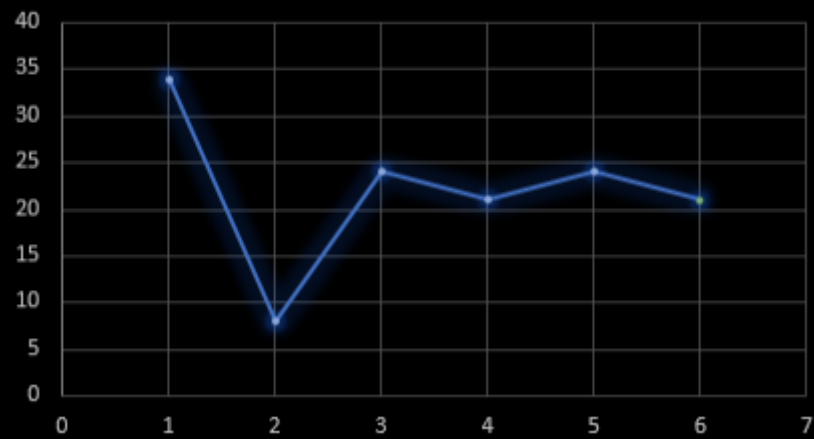
Why our team rocks

1. Has capability to solve complex problems
2. Have worked professionally during the project
3. Have coped well with herculean tasks
4. Have assisted each other beyond disciplines
5. Have been able to grasp new tools fast and iterate fast
6. Have been supportive to each other and other project teams
7. Know the difference between Urho3D and Unity
8. Know how to chillax and have fun
9. We formed a great team and are probably going to keep mostly this composition in the future
10. #työhyvointi

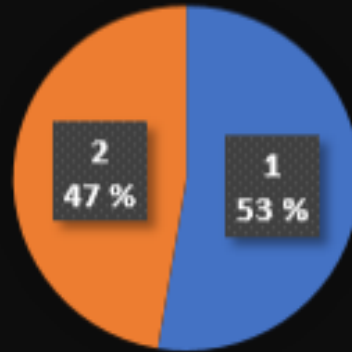


Statistics

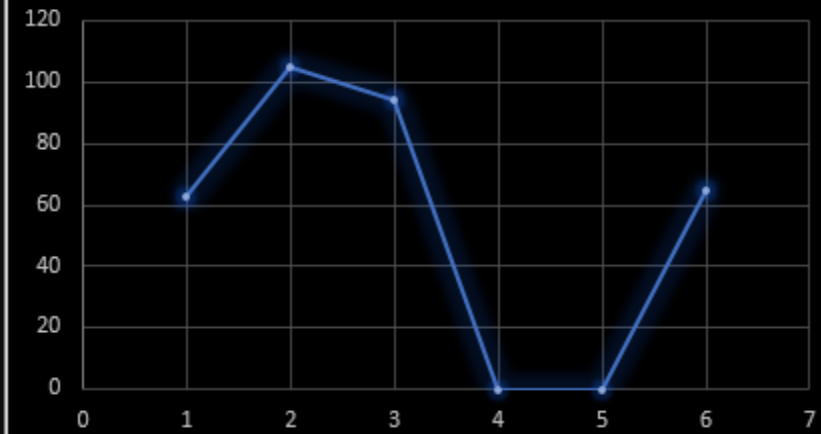
Production



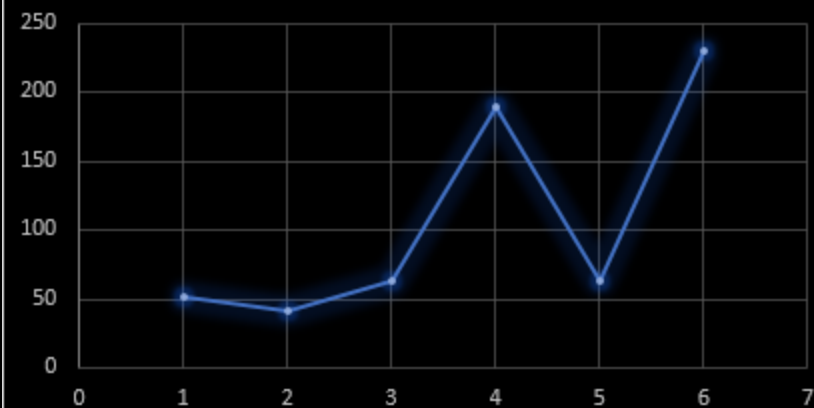
Art & Code comparison



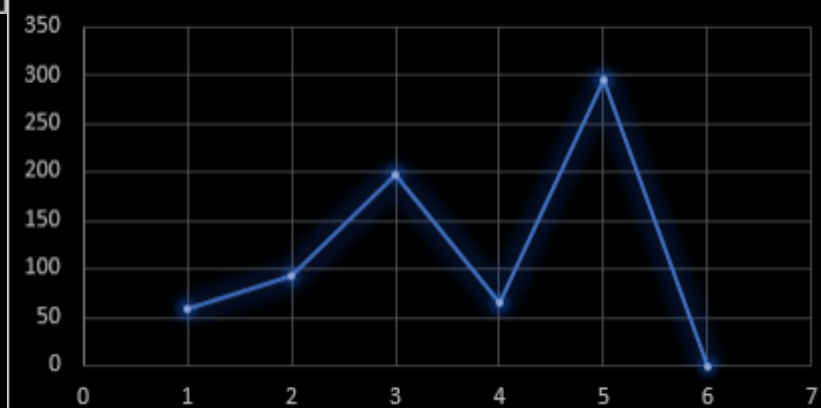
Design



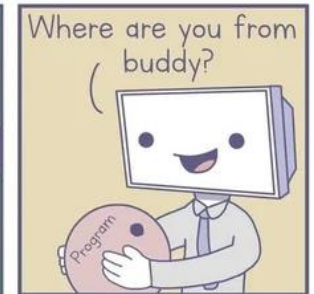
Code

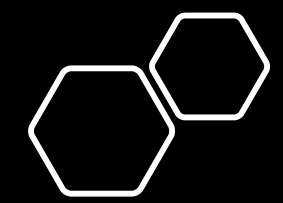
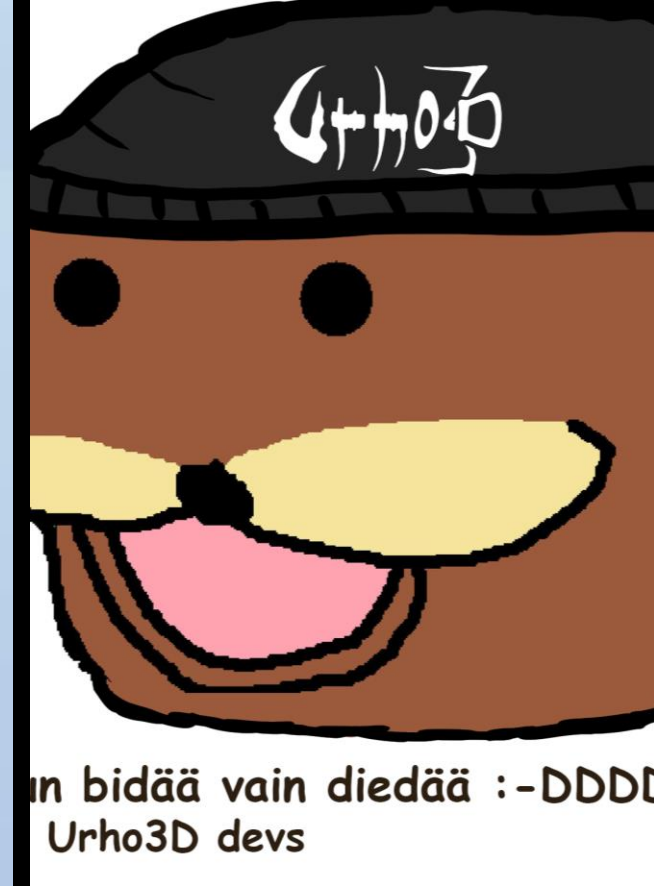


ART



PERFECTLY SANE DEVS







Urho3D is a free lightweight, cross-platform 2D and 3D game engine implemented in C++ and released under the MIT license. Greatly inspired by [OGRE](#) and [Horde3D](#).

platform 2D and 3D game engine

1.7.1
TAR View on
GitHub



releases and releases

resources
documentation and demos

and Tutorials

description

download
and binary packages



URHO3D

"Not the engine we wanted, but the engine we deserve."



V ALHALLA CANNON

Gameplay