# Rhythm of the Night Development Portfolio

## Role

My role was the web programmer and sound engineer for this game.

## Challenges

I chose to develop the team's website in React, as there are neat tricks to do for fast website development. I hosted the website's repository on GitHub and used Netlify to build the website from that git repo. During the time of alpha presentation, I was to upload the 1GB .zip file of the alpha production build of the game for others to download and play. I learned the hard way when I tried to push the large file from my IDE + GitHub integration, which apparently caused my internet connection to 'freeze'. Team member Alex came to help by storing the game build on Google Drive for students to download from.

For Unreal Engine, my task was to develop sounds effects and music for the game. I've also added the UI asset for the rhythm indicator / metronome. I used REAPER and FL Studio, respectively. Once I added the audio assets and that one UI asset, I tried to figure out a way to develop a rhythm system for the UI to detect the rhythm of the music. At first, I knew that there was only one music in the game and it had a steady 120bpm. I configured some Blueprints from the engine to allow its opacity to display 100% then slowly fade then jump back to 100% again to mimic a 'pulse' using the game's time to sync with the music. This worked for a computer like mine, but for others not so much. Fortunately, my teammate Alex figured a way to use TimeSynth and revamped the music system.

## Version Control

Our choice for version control was Perforce. It took some time to get used to as opposed to the usual GitHub repositories, but we managed to work with it. I learned how some items can be blocked from being worked on while a member of the team is working on it, which can come in handy. I learned that while Perforce has some advantages over GitHub, such as large binaries, people can add tools like Git LFS if they prefer GitHub. Both version controls are useful for development and I am glad to know both.