

How do you scope your projects in Unity?

How did I scope my first game projects? I didn't. That was a mistake, don't be me. If you're looking to learn, like I was a lot of the time, in the early part of your project, you can scope things way bigger than they need to be. I think once I learned how to scope my projects properly, what I did was took a, let's say, simple game and broke it down into very tiny specific mechanics, so to speak, that I would then work on to combine into a final project.

What I do is mainly, because every project is so different, I try to figure out what the client needs and then from there I say, "Ok, well we have these resources in Unity that can help execute that." My advice for scoping out your project is to not expect to make an MMORPG at the get-go. What you want is some little projects that are very achievable, and the best advice I can give you is to finish it. If you ever go in for a job interview, your employer wants to know that you can see a project through from start to end.

Take your game idea that you have, and just cut it in half. Just cut it in half and say, "Ok, hopefully the game still looks fun." Now I want you to cut it in half again, and then one last final time, cut that idea in half. And then I would say you have a very possible game project that you're able to make, especially as a beginner.

Identify the problem you're trying to solve. If you have your goal in mind, it makes it a lot easier to accomplish what you're actually trying to accomplish instead of just floundering around until something comes out. I would just say, just go for it. Even stepping onto the game engine and going through Unity's Asset Store and just picking out things based on what you might find aesthetically pleasing, you'll be very shocked to see where you end up with that.

Keep going, don't be afraid to fail. Take your time, and plan things accordingly. Schedule is very key, and if you can keep to it, you'll be able to complete your idea. And I would say be honest with how long things will take you, because I thought some things would only take me one week, and in the end it used to take me three because I didn't fully understand what it is that I was trying to do.