UNREAL // TAXONOMY
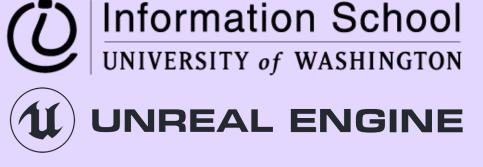
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Programming & Scripting

Intro // Sketching Concepts

Epic Games wants a keyword taxonomy to improve searchability of their Learning Resources documentation. The taxonomy will be used by technical writers to tag individual documents. We began development by sketching broad engine concepts and preliminary hierarchies in MURAL. This work built upon a previous Capstone, existing folksonomy tags, and the documentation's own existing structure.

Process // Pivot

Next, we uploaded our work into PoolParty, collected feedback, and ultimately pivoted from a concept-based taxonomy to one based on the engine's source code. Following this change, we integrated our previous work to fit with the source code's existing structure, then continued to iterate based on feedback from supervisors as well as technical writers. This process yielded our "beautiful corner."

Results // Beautiful Corner

Our "beautiful corner" serves as an example Epic can use to fully develop their keyword taxonomy. The prominence of Unreal's light systems made Light an ideal prototype. Our final report provides guidance on our development process and recommendations on how Epic can continue to expand on this work in the future.