

# **THE AXIS SOURCE**

# **CHANGE LOG**

Hello again, in this small document you can observe in detail the list of changes made throughout the project.

This will give you an idea of how it has grown over time. :)

[\[Go to the last changes.\]](#)

## **1. Original Release: February 7-2017 (v1.0).**

- 50 FBX models.
- 2 GridBox Materials.
- 2 SkyBox Materials.
- 1 Ambient Sound.
- 10 Noises Sounds.
- 1 Flashlight Script.
- 1 Flashlight Sound.

## **2. Update #1: February 16-2017 (v1.0.1).**

- 6 New Models (4 Bases, 2 Ornaments), 29 FBX Bases and 27 FBX Ornaments.
- It has expanded the route that can make the user with the new models included.

## **3. Update #2: March 2-2017 (v1.0.2).**

- Added a basic First Person Controller (FPC) that simulates a player. This player can walk, jump and crouch.
- The "Flashlight" script has been configured to be used with the FPC.
- The price of the package has been set to \$1.75.



#### **4. Update #3: March 18-2017 (v1.0.3).**

- A problem with the PFC not jumping properly has been lessened.
- The "Cam Sensitivity" and "Jump Distance" variables have been set to a floating value of 3. Previously they were at 4.
- The "Y Axis" variable of the "Transform" component belonging to the "Flashlight" GameObject has been set to a floating value of 0.8. It was originally at 0, now occupies the same position as the "Camera" GameObject. Remember that both GameObjects are children of the "Player" GameObject.
- The FPC now has the ability to run, the default key is **"Left Shift"**.
- Within the "PlayerEngine" script, the rule of blocking and hiding the cursor once the game starts has been added.
- The "Density" parameter has been changed in the "Fog" area of the "lightning" window. It has been assigned a new value of 0.05. Previously it was at 0.1.

#### **5. Update #4: April 01-2017 (v1.0.4).**

- **The suffix \_C1 and \_C2 have been added to the models and prefabs. This is done with the intention of knowing to identify to which chapter each model belongs.**
- A new chapter has been added to the project.
- The new models in this update have their respective prefabs.
- The contents of the folder "New Update v1. #. #" Can always be added inside the folder "Assets" since the first one is designed so that you simply drag the new content and organize it next to the one that already exists previously.
- The "Crosshair" has been deactivated for better effect and visual perception. It still exists in the Player and can be activated at any time.
- The price of the package has been changed to 2\$.

##### **• Chapter #1:**

- A UI has been added at the end of Chapter #1, this UI asks the user whether or not to continue to the next level.
- The vertical rotation limit has been changed to 90 degrees, both positive and negative. The previous value was 80 degrees.
- Certain modeling and positioning errors have been corrected in some FBX models in Chapter #1.
- In the hierarchy panel, the distribution and sequence of the models presented in Chapter #1 has been better organized.
- A script named "PlayAmbientSound" was added that controls when the ambient sound begins to play in Chapter #1, it was previously playing when the scene started.



- Added a script named "LoadChapter2" that controls when the player can advance to the next level, this script also controls the UI that allows you to choose the user.
- The parameter "AmbientColor" has been changed in the "Lighting" window this is done with the intention of giving self-lighting to the models in this chapter. So now, using the flashlight in Chapter #1 is optional.
- 2 New Base models were added to Chapter #1.

#### • Chapter #2:

- 12 New models were created in Chapter # 2, 9 Base models and 3 Ornaments models.
- 1 new material and a new texture were added.
- The Player of Chapter #2 is different from the Player of Chapter #1, for this they also have the new suffixes.
- A script has been created named "ElevatorEngine", its function is to control an elevator with basic functions of an elevator.
- A script called "RotateObject" has been created, its function is to apply a basic rotation to certain models in Chapter #2.

### 6. Update #5: August 13-2017 (v1.0.5).

- First of all I apologize for the delay with the project, the university was very busy. I will try to upload new updates more often. Thanks for your support :).
- The package has been updated to the "2017.1.0f3" version of Unity.

#### • Chapter #1:

- There were no changes in Chapter 1.

#### • Chapter #2:

- An error design has been corrected in the "IVWaysMediumHalla\_C2" model and its name was changed to "OrbHalla\_C2".
- 7 new FBX models have been added, 3 bases and 4 ornaments. Each model has its respective Prefab ready and configured.
- 2 additional models were created in Unity so they have Prefab but do not have an FBX model.



- A new puzzle was created in the room of the Orb, has a new C# script ready and configured for the puzzle. (Check the "Orb" GameObject within "OrbHall" in "LevelDesign").
- In Chapter 2 the "Realtime Lightning" and "Mixed Lightning" options have been disabled in the "Lightning" panel. There is no longer self-lighting by the environment in this chapter.
- 4 new sounds for Orbs were added to the project and are used in Chapter 2.
- The camera name inside the GameObject "Player\_C2" has been changed to "PlayerCamera".
- A new UI has been added with name "PickOrb", this will be displayed when the player tries to take the small orbs of the Orb puzzle.
- Fixed a bad function in the elevator, it went up and down when the player was not even in the elevator and pressed the letter E (Use). Now it only works when the player is inside the elevator.

## **7. Update #6: September 20-2017 (v1.1).**

- **NOTICE: In this upgrade, and in the future, it is possible that certain models will be removed and redesigned again to a similar appearance, it is possible that these new models are not to your liking, so I invite you to back up the previous versions, in them you will be able to compare the previous model with the new, and thus to avoid displeasure with the new redesigned models.**
- The package has been updated to the "2017.1.1f1" version of Unity.
- A total of 23 new FBX models have been added. These models have been created from scratch and do not belong to the redesigned new models.
- The total of new and corrected models is 30, all these have their "Prefab" correctly established.
- 3 new "Scripts" have been added to the project, each one has the function of moving an "OrbLight" smoothly from one position to another at a certain speed. Each script works on a different axis, one for the X Axis, another for the Y Axis, and the last one for the Z Axis.
- All objects that have movement on the stage have been grouped to a "GameObject" parent whose name is "Movables", this is done with the intention of organizing the "Hierarchy" panel.
- The script "Flashlight" has been modified, now allows to turn on and off the light of the player smoothly.
- 10 new sounds have been added, their use can be seen in Chapter #2, consists of 5 "Metallic" sounds and 5 "LongEchos" sounds.
- The first 10 sounds have been renamed "Echo" and classified in their respective folder.



- **The price of the package has been increased to 3\$.**
- New presentation in the store has been added to the package.

- **Chapter #1:**

- Several models in Chapter #1 have been removed to create a single model instead, this is done with the intention of eliminating redundancy in the use of deleted models.
- The "Fog" parameter has been disabled in the "Lighting" window. Like the parameter "AmbientColor" has changed to a totally dark color.

- **Chapter #2:**

- Fixed a name error on the "OrbCaseA\_C2" models since there were two different models with the same name.
- The "MediumHallAPillars\_C2" model has been rebuilt in a new one of half its previous size, the new name is "VPillarsMediumHallA\_C2". So the model was duplicated in the "Hierarchy" panel to recreate the former pillars room in the Chapter #2.
- The path that the player can traverse has been increased.

