












Dev Diary

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Contribution

We succeeded in crafting the first prototype and presenting a qualified demo for this sprint, which we were proud of. As one of the two engineers in the team, I took charge of almost the work about gameplay, and the other engineer focused on the craft of a stable alt controller. The key loop in our game is taking pictures, finding out clues, and scaring the killer away using the flashlight. To put these ideas into reality, I wrote almost all scripts in the following picture and built all the necessary modules/systems to satisfy our game's needs, including SFX Manager, Anim Manager, Phase Manager, Input Manager, Photo Gallery, UI, and so on.

C# Source File (11)				
 AudioManager.cs	2022/2/6 18:18	C# Source File	2 KB	
 CameraControl.cs	2022/2/6 18:18	C# Source File	3 KB	
 CameraInterfaceDisplay.cs	2022/2/6 18:18	C# Source File	1 KB	
 ClueScript.cs	2022/2/6 18:18	C# Source File	2 KB	
 EndScreenScript.cs	2022/2/6 18:18	C# Source File	2 KB	
 GameManager.cs	2022/2/6 18:18	C# Source File	6 KB	
 GenericFlicker.cs	2022/2/6 18:18	C# Source File	1 KB	
 PhaseManager.cs	2022/2/6 18:18	C# Source File	7 KB	
 PhotoGallery.cs	2022/2/6 18:18	C# Source File	6 KB	
 PlayPictures.cs	2022/2/6 18:18	C# Source File	1 KB	
 trigger_anim.cs	2022/2/6 18:18	C# Source File	1 KB	

Shortage & Reflection

Looking back, it might be a good idea for me to help more on the part of hardware when I have time. Even though the other engineer took charge of the alt ctrl according to the task assignment, I should still keep track of it in order to get our work merged more quickly in the future. If I got to offer more help, there might be fewer glitches and flaws with our alt ctrl, and the operation could be even more smooth. I suppose I have done better than the last semester in communicating with the team much more frequently, updating my commits to get everyone on the same page all the time!

