

### Custom Assets:

Most of the assets in our game are custom made (character/environment art, codes), the ones that are NOT custom are:

- Music, however almost all sounds were edited in terms of pitch, reverb, cuts or tempo, Completely unedited sounds were the initial camera start up sound, and the birds in the ending, and credit music
- Resizing resolution of the game code
- The shader code, and light object code
- Field of vision code

### Interesting Assets:

The drone that appears in the Office cutscene with Dave is an easter egg and used to have a much larger impact in the game however that was cut after the art assets were all made.

We had to contact a music creator for the credit music  
GARB's sounds are all edited dial up sounds

In the level 2 room 2 the camera in that room follows Dave

The code in `scr_path_return` code is code that returns Researchers and Guards to the location along the path they were previously on and continues from where they were. However due to limitation of GameMaker how it works is when distracted the location and position along the path is stored. When returning to path the NPC will walk to where they were distracted from and then in 1 frame teleport to the start, start the path and then teleport to their position along the path. It might create some visual bugs but we chose functionality rather than making it look nice and having the NPC walk to the start and restart the path.

The limitation of paths is the the first point of a path must start at the location of the NPC, `path_start(...)` does not allow someone to start the path midway through.

`mp_potential_step` is a function we use to path in the game. It works by avoiding solid objects. However again due to game maker limitation they could get stuck in corners. We tried our hardest to remove all of the locations that might cause these bugs.