

After Action report

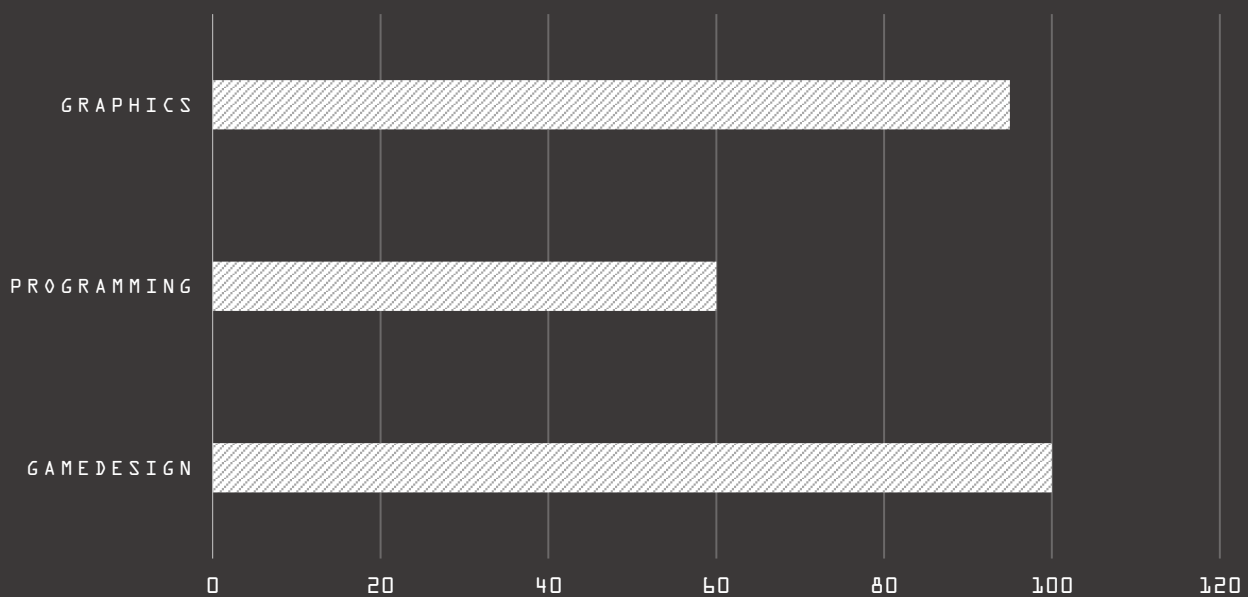
DYATLOV

Team #7:

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DYATLOV PROGRESS GRAPH



Project State

Gameplay

We have finished 100% of the game design. We planned 2 levels with unique locations and puzzles on them. We also decided on the final deaths of the character at the end of each level and wrote the story for the cutscenes. The plot of the whole game is finished completely.

Graphic Part

The graphic part is 100% done, not including the cutscenes. We've also added cutscenes, but they still need to be finalized. All assets (landscape, character models, scenery) are ready, 98% of which we modeled by ourselves in Blender, as well as ready textures and materials.



Our game also has animations, a significant part of which we also did ourselves, specifically for our needs, with which we mostly managed successfully.



We finished with the realization of all the effects we planned to add to the game, such as dust, fog, falling snow, flying clouds and northern lights.



Programming part

Finished the implementation of mechanics from the simplified first level. The character can run, jump over obstacles, climb on objects, and push them.



Also made transitions between levels and cutscenes, as well as return to the place before the place of death, after failing to pass an obstacle.



What is left?

Unfortunately, we didn't have time to make the mechanics from the second level related to light from crystals and ice destruction from their light. We would also like to diversify the mechanics of interaction with items (add the ability for the character to pick up items and use them). They were planned in the first level, but we decided to simplify it.



Also, we haven't finished working on the cutscenes, more frames should be added, and animations should be improved to make the story described in them more understandable.

Also, we would like to work more on animations, to make them more natural and closer to life.

General conclusion

To summarize, we can say that we didn't have enough time and that's why we got a rather short game with a small number of puzzles.

At the same time, that small part of our plan, which we realized, we tried to fulfill qualitatively as much as possible. But now we have a clear idea of what we want and what we must finish. So now we have the task to bring the

whole game to the same level, to implement all the mechanics, to finalize the animations.

Summary Time Spent

Matvei Korikov - (180+) h

- Δ *graphics: models, materials, atmosphere creation, animations, cutscenes*
- Δ *trailer, presentations*
- Δ *scripts*

Nadzeya Shchahlova - (180+) h

- Δ *graphics: models, materials, animations, cutscenes*
- Δ *presentations, documentation*

Nikita Sazanov - (180+) h

- Δ *graphics: models, materials, animations*
- Δ *scripts*

Gleb Prachanov - (30+) h

- Δ *tutorials, scripts*