Report #2

DYATLOV

Team #7:

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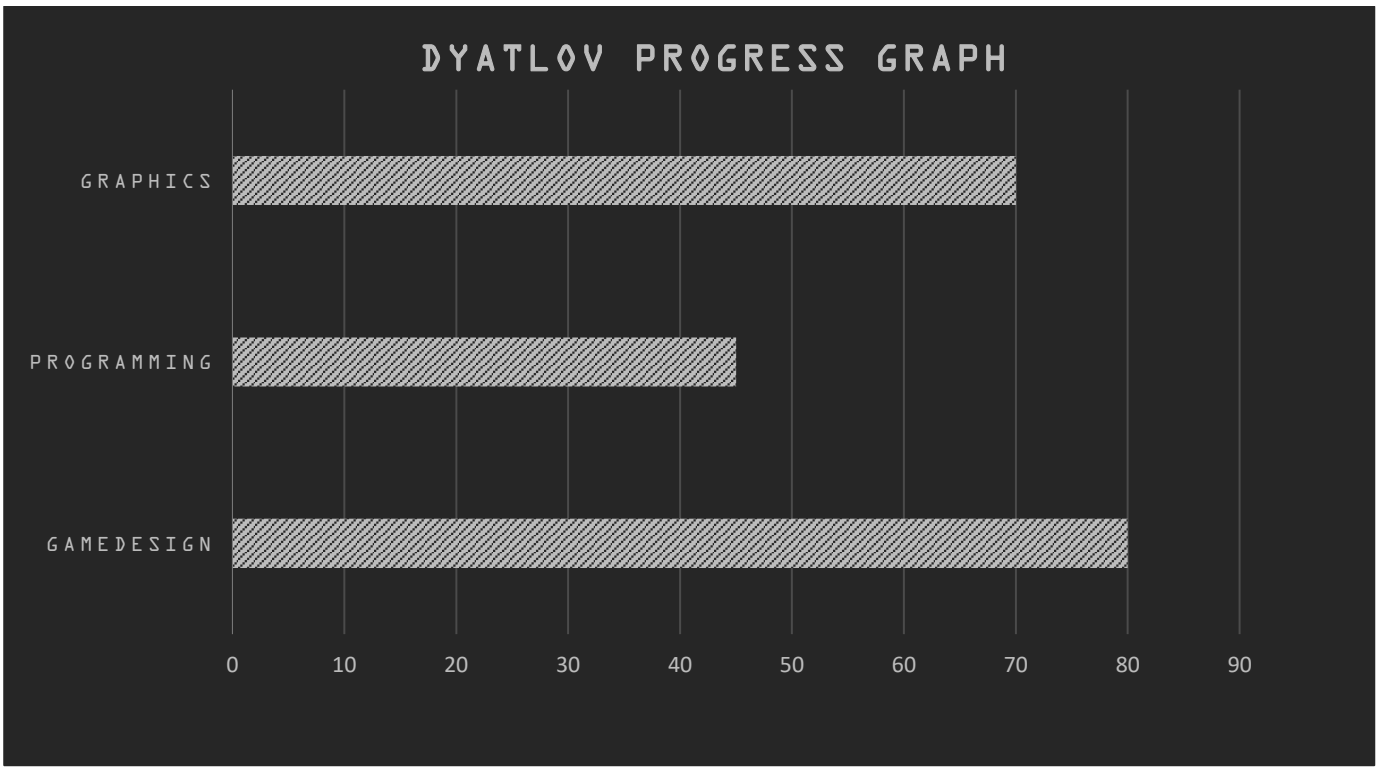

Project State

Programming

Implemented and improved mechanics:

- Jumping
- Climbing objects
- Falling

-- Jumping --

Parameters:

- Jump Force: defines value of a starting jump speed;
- Climbing Speed Multiplier: defines how much faster (1.0 + value) character will climb if player keeps holding movement input button.

- Δ Climb Offset Curve: defines time (normalized) from which climbing animation start playing.
- Δ Show Rays: show/do not show rays at Scene.
- Δ Ray Ground Padding: defines the relative height from which character will play climbing animation.
- Δ Ray Step: defines how often (and how many) rays will character use to define climbing offset.
- Δ Ray Distance: defines how long those rays is.
- Δ Obstacle Ray Ground Padding: defines how high is the ray that detects obstacles on the way of climbing.
- Δ Obstacle Ray Distance: defines how long obstacle ray is.

-- Gravity Controller --

Parameters:

- Δ Gravity Value.
- Δ Max Down Speed: defines maximum down velocity.
- Δ Ground Gravity Value: defines gravity value when character is on the ground.
- Δ Falling Trigger Distance: defines the height on which characters state is defined as "isFalling".

Reworked pushing objects, added character slowdown when attaching to an object.

In the future we plan to work on implementation of game mechanics, such as controlling light with crystals and more complex sequences of interactions with objects. We also plan to improve the implementation of movement and movement of objects, improve their animations.

Graphic Part

We created our own assets for two levels that include 3d models and materials for them.

In the first level we decided to customize lighting and fog using High Definition RP, made falling snow and clouds using

Particle Systems. The look and atmosphere of the first level is almost complete.

In the future we plan to add lighting and crystals to the second level and do more detailed development of the two levels. In the longer term, we'll start working out the game's opening and ending cutscenes.

Time Spent

Matvei Korikov - 30h (tutorials, models, materials, atmosphere creation, graphics)

Nadzeya Shchahlova - 30h (tutorials, models, materials, graphics)

Nikita Sazanov - 14h (tutorials, scripts(jumping, climbing objects, falling))

Gleb Prachanov - 6h (tutorials, scripts(push objects))