

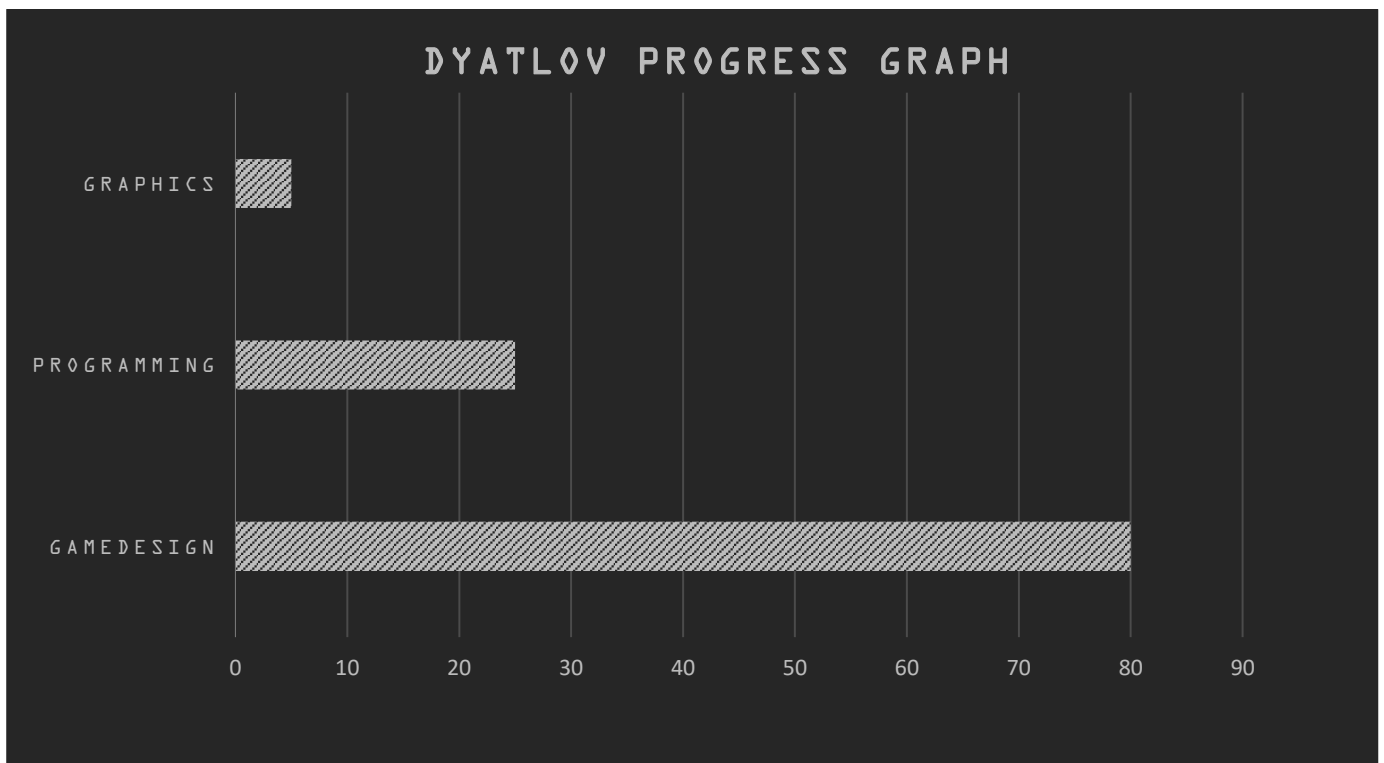
Report #1

DYATLOV

Team #7:

Matvei Korikov, Gleb Prachanov,

Nikita Sazanov, Nadzeya Shchahlova



Project State

Game Design

We finalized the detailed layout of the two levels.

Programming

Interactions implemented:

- Δ Pushing objects

Actions implemented:

- Δ Walking
- Δ Running
- Δ Turning while idle/walking/running.

Player manager has been implemented. Provides interface to control characters movement, animation, and parameters.

Next, we plan to implement climbing on objects, and interaction with objects such as rocks, crystals, and stick.

Graphic Part

We want to use our own 3d models, so we are in the process of creating them ourselves.

So far, some elements of the environment are ready, such as trees, crystals, stones. And a character model.

A lot of time was spent on blender tutorials.

Next, we plan to create the landscape for the levels.

Time Spent

Matvei Korikov - 10h (tutorials, models, graphics)

Nadzeya Shchahlova - 10h (tutorials, models, graphics)

Nikita Sazanov - 20h (tutorials, scripts(movements))

Gleb Prachanov - 10h (tutorials, scripts(push objects))