

Sprint 1 refinement

Sprint feedback came back and we had to rethink our concept a bit and plan our work around that. some of the puzzle ideas were too basic and the game did not have a unique game concept, the client would rather see the first light puzzle be a mechanic that is used throughout the entire game so we can focus our game on light puzzles.

Some components in US 15 have been removed since some puzzles are being scrapped. such as the timed sequence and the sequence script is also being reworked to fit one of our newer puzzle designs.

US 15 still has models and sounds that needs to be added.

US 08 is also still staying from the previous sprint as we still want to tweak the camera to be in a fixed position and rotation and be able to cull the outside of the room.

US 04 is also still being put on hold since we still need a rig and some functionality be added

US 14 is also still being worked on since it takes a long time to work on sketches and thumbnails. the artists also had alot of exams and were sick often so that also delayed the process

US 10 is being worked on but right now we just have blockouts for the rooms and not really clearcut models that we want to use inside the game.

Sprint 2 refinement

US 04 is unfinished because we still need to polish the interaction feature. As well and fix bugs caused by the feature

US 08 will also not be finished by sprint 2 because the camera angle is not correct for all the puzzles there are also instances where the camera does not see everything

US 09 will still need some polishing. The assets need texturing and the feature has a few bugs. (floating objects)

US 10 the floor texture is still in progress

US 14 There are still assets being made that require sketches

US 17 while the game flow system is in place there are still a few bugs that need to be fixed (corridor not working sometimes, doors opening at the wrong moment)

US 19 bug fixing with win condition and asset

Sprint 3 Refinement

US 20. This puzzle was deprecated due to the time limit and feedback that we had for this sprint.

US 21. This puzzle was deprecated due to the time limit and feedback that we had for this sprint.

US 25. The loose condition system was in place but due to the design choices it did not fit our game and was there for not implemented into the final build.