REPORT
STATION ECHO

CTU FEL
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TEAM 14
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1 Current progress and future features

The game is developing at a steady pace, with many of its core features already being implemented, including the movement system, gravity logic, object interaction, and level transition mechanics.
Although several features are still pending, the game currently lacks audio and the saving system has yet to be implemented.

The current focus is to prepare the game for a beta release, with a few levels and all essential features fully implemented.

2 Work split

Danko Yaroslav: Implemented scene transitions with a main menu interface. Developed door logic, a door controller, and pressure plate mechanics.

Oleksandr Koshchii: Designed the Level01 draft. Did bugfixes in prefabs (Player, Switch, Button). Created 3d decorative assets in Blender.

Ihor Holub: Developed third person movement logic, camera logic, implemented velocity inheritance for objects standing on moving platforms.

Nazar Vasyltsiv: Developed platform movement mechanics, implemented logic for pickable objects, and handled their collision interactions with the environment.