REPORT
STATION ECHO

CTU FEL
2025

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. Added save and load system.
(hours spent: 64)

Oleksandr Koshchii: Designed the Level01 draft. Did bugfixes in prefabs (Player, Switch, Button). Created 3d decorative assets in Blender. Created models for visual determination of gravity. Replaced assets with more attractive ones. Work on the first level of the game (refinement).
(hours spent: 64)

Ihor Holub: Developed third person movement logic, camera logic, implemented velocity inheritance for objects standing on moving platforms. Added outline for selected item to interact with. Minor fixes. Assistance in implementing logic for pickable items.
(hours spent: 68)

Nazar Vasyltsiv: Developed platform movement mechanics, implemented logic for pickable objects, and handled their collision interactions with the environment. Added the markings on the floor and walls describing the purpose of certain buttons and plates. Created the tutorial Level.
(hours spent: 70)

Total hours spent: 266