

Worksheet D: Contributions to Game

Sprint One

- Raycasting to toggle visibility of point lights.
- Built our [GitHub pages website](#), designing a minimalist theme to match our game.
- Facebook and Twitter accounts to advertise our game, and GitHub repository whilst waiting for our SVN server.
- Organised a meeting with the other programmers to plan and divide out tasks.

Sprint Two

- Communicated between the programmers and rest of team, as not everybody was attending Stand Ups.
- Basic pickup system
- Created an inventory widget.
- Toggle visibility of all lights in the map, from one light switch, using raycasting.
- Added blueprints by self and other programmers to game.

Sprint Three

- Completed pickup system, including; inventory widget with slots to display item, spawn/deleting widget on viewport and picking up and destroying actors.
- Team members have forgotten to update SVN before committing, so I had to re-add the pickup system.
- Matinees for opening study door, called only if key-card is present in inventory when door is raycasted
- Set up raycast in its own function, enabling us to use it multiple times without repeating script.
- Organised a Trello for the programmers, as we were finding it difficult to keep track of tasks in the group Trello.

Sprint Four

- Switch between five phone screen widgets, using mouse cursor to select buttons.
- Re-added the pickup system and door matinee, which had been saved over.
- Added particle effect to the TV and fridge, triggered by raycast.
- Implemented crouch, moving camera location, but was saved over and added back in by John.
- Helped prepare for the trailer by fixing bugs.

Sprint Five

- Doors using trigger box, rather than raycast, except for the doors requiring key-cards. Re-added, as saved over.
- Phone widget in world space, rather than in the viewport.
- Light switches to turn on only lights in the current room, rather than whole house, needs to be re-added, as once again the work was saved over.

Final Sprint

- Need to finish implementing the 2D phone widget, switching between screens in world space and setting up buttons on phone to trigger first person character animations.
- Polishing the game and fixing any bugs discovered in playtesting.