

Worksheet D: Contributions to Game

Sprint One

I implemented raycasting to toggle the visibility of point lights and built our [GitHub pages website](#), designing a minimalist theme to match our game. Additionally, I set up Facebook and Twitter accounts to advertise our game, and a GitHub repository to use whilst waiting for our SVN server. Finally, I organised a meeting with the other programmers to plan and divide out tasks.

Sprint Two

I communicated between the programmers and rest of team, as not everybody was attending Stand Ups. I implemented a basic pickup system and created an inventory widget. However, on playtesting I found I needed to make some improvements to the system in the following sprint. Additionally, I set up a function to toggle all lights in the map from one light switch, using raycasting. Finally, I added blueprints by self and other programmers to game.

Sprint Three

Completed the pickup system, including; inventory widgets 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. I made matinees for opening study door, called only if key-card is present in inventory when door is raycasted. To tidy event graph and make scripting faster, I set up raycast in its own function, enabling us to use it multiple times without repeating script. Additionally, I organised a Trello for the programmers in our team, as we were finding it difficult to keep track of tasks in the group Trello.

Sprint Four

I added the ability to switch between five phone screen widgets, using the mouse cursor to select buttons. I also re-added the pickup system and door matinee, which had been saved over. I added a particle effect to the TV and fridge, triggered by raycast and implemented crouch so player is low enough to hide under desks, however, this was also saved over and was added back in by John. Additionally, I edited our website further, and helped prepare for the trailer by fixing bugs and giving ideas for information to include in our PowerPoint.

Sprint Five

I implemented door matinees using trigger box, rather than raycast, except for the doors requiring key-cards. This was re-added, as again work had been saved over. Next I set up the phone widget in world space, rather than in the viewport. Finally, I set up light switches to turn on only lights in the current room, rather than the whole house, but this needs to be re-added in the next sprint, as once again the work was saved over.

Final Sprint

I need to finish implementing the 2D phone widget in world space rather, setting up buttons on phone to trigger first person character animations, followed by raycast and based on actor traced, trigger an event. I also need to add the light switches by room back into the game. Following this, polishing the game and fixing any bugs discovered in playtesting.