Worksheet D – Jonathan Marx

Sprint 0 (Before Teaching Started)

- I got myself familiar with the unreal engine and watched some Pluralsight tutorials on unreal 4.

Sprint 1

- Worked with Callum to implement moving platforms and helped Roberts implement the panther pounce ability.
- Implemented a very simple pick up item
- Blocked out the first level and implemented the first puzzle, the tree push for the bear to cross the river.

Sprint 2

- Implemented respawning and simple pausing and unpausing
- Added the boulder puzzle into level 1 and added a kill volume to the pit so if you fall in it you respawn.
- Made some blueprint classes for the designers to use like a torch blueprint which had a point light attached to it.

Sprint 3

- Fixed rock puzzle by disabling physics on rocks when they land in the pit trap. Also changed the puzzle so instead of pushing the rocks you use a switch to drop a wall which is stopping the rocks from falling into to pit trap.
- Combined the push object puzzle made by Roberts with the rock puzzle. You have to put the object on one switch and stand on the other switch to activate the wall dropping.
- Redid the tree push (now a pillar push) matinee animation as the designers redesigned the level.

Sprint 4

- Added gem pick up item and gem count to the UI.
- Worked with Sam to redesign the whole level to include more puzzles and a tutorial section which teaches the player everything they can do.
- Programmed multiple new puzzles: the tutorial wall puzzle, the tutorial pillar pushing puzzle, the giant door puzzle, and the torch puzzle.

Sprint 5 (polish)

What I plan to do:

- Use feedback from playtesting to change puzzles and anything else they suggest.
- Polish all puzzles so they work perfectly without bugs
- General bug fixing
- Add invisible walls to block players from skipping puzzles.