Worksheet D - Jack Maber

Sprint 0

- Worked on the character movement and fine tuned the existing parameters to better suit our game and
- Blocked out starting area to house experimental puzzle for testing purposes, where the designers can then start to use the designs.

Sprint 1

- Put the finished Bear in engine and orientated it properly, also tweaked movement parameters so suits the scale over the box place holder.
- Tweaked pick up mechanic so that it doesn't clip into the model by moving the pickup box forward.

Sprint 2

- Worked on blackout of first level, added in some of the basic assets created by the BA's
- Started to migrate existing puzzles to new level, collaborated with Roberts, Johnny and Callum.

Sprint 3

- Collaborated with Johnny on rock puzzle, tried to make rocks fall realistically but that as fixed later.
- Started to test puzzles and tweak them to play better and in places easier to improve gameplay flow.

Sprint 4

- Implemented cutscene, should play at start of build when final build is created
- Worked on rudimentary respawn system when player hits spikes in certain puzzles

Sprint 5

- Implemented sounds and background music
- Altered existing respawn system to snap to fires where players can save progress and made water and instant death.