**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 placeholder.
* Tweaked pick up mechanic so that it does not 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, Jonny 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.
* Worked on torch puzzle, collaborated with Jonny