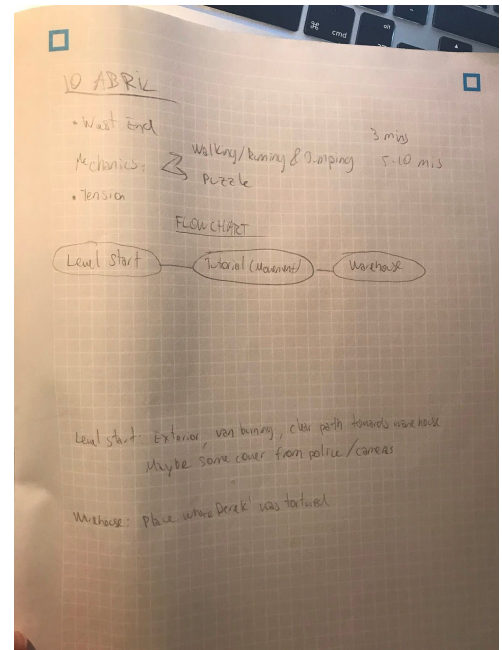# DESIGN LOG

10 April

· West End

· Mechanics: Walking, Running & Jumping

· Tension

· 5 - 10 mins. If you know how to solve the puzzle 3 mins

· Starting Flow Chart

· Level Start: Exterior, van burning, clear path towards warehouse. Maybe some cover from police or cameras

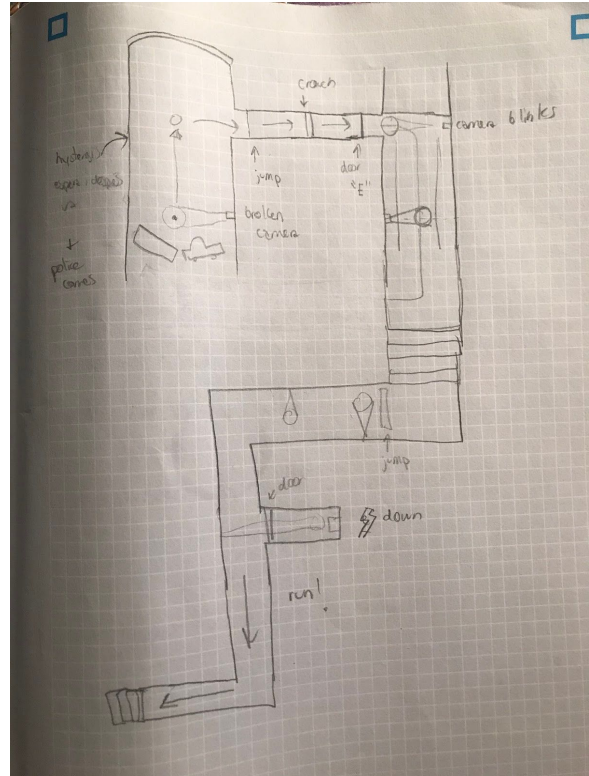· Warehouse: Place where Derek was tortured. Maybe the puzzle inside?

11 April

· First sketch

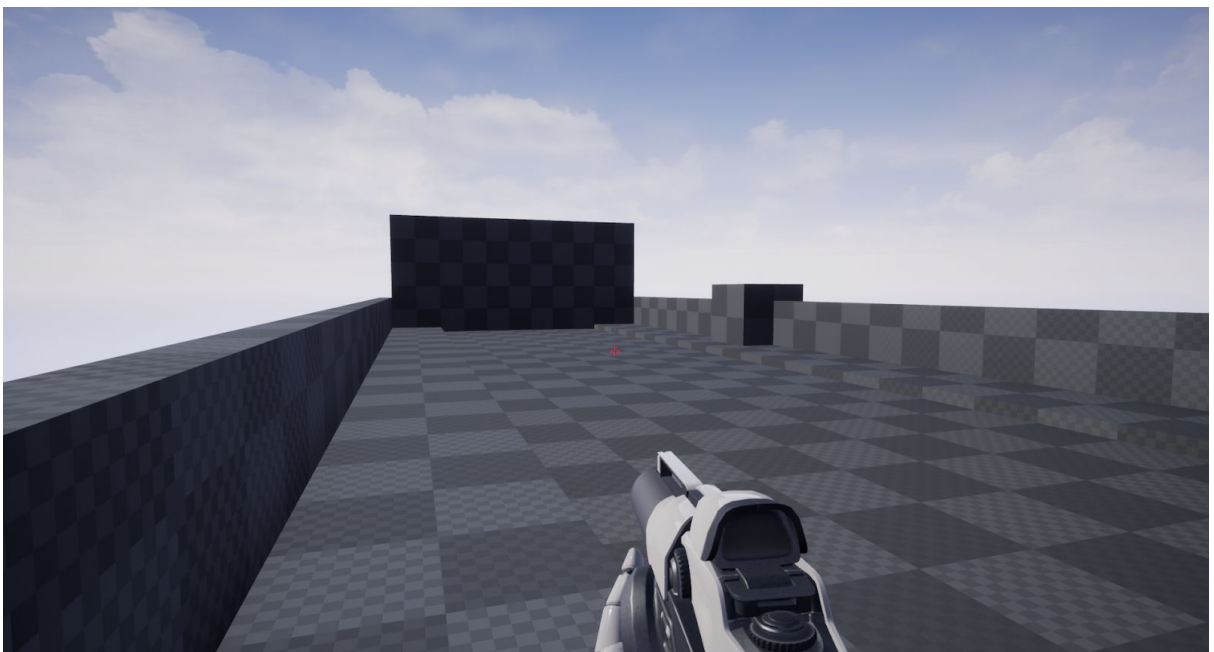· Want to create 2 zones

· Zone A: Init + tuto
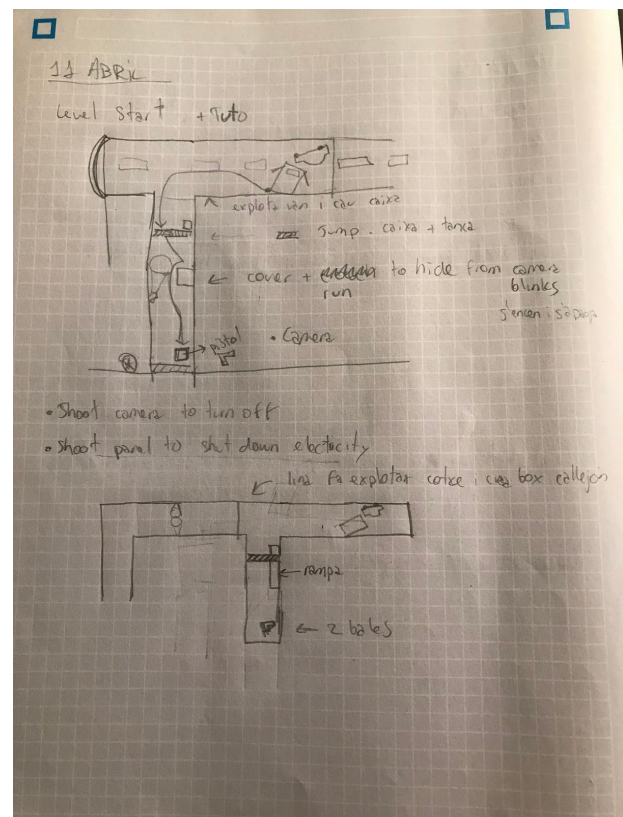
12 April

· Second sketch of Zone A
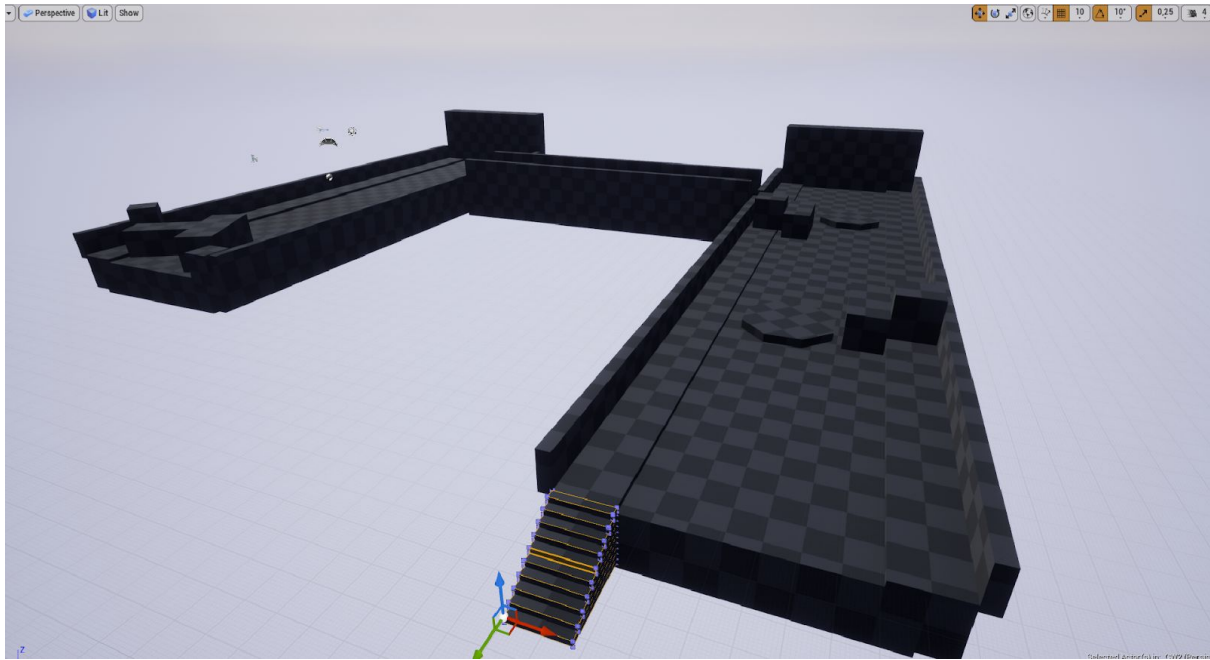
· Player learns how to move and camera threats.

14 April

16 April

· Crouch & Run Mechanics Implemented via Blueprints
· Still working on WhiteBox. Cylinders represents areas that the cameras will cover.
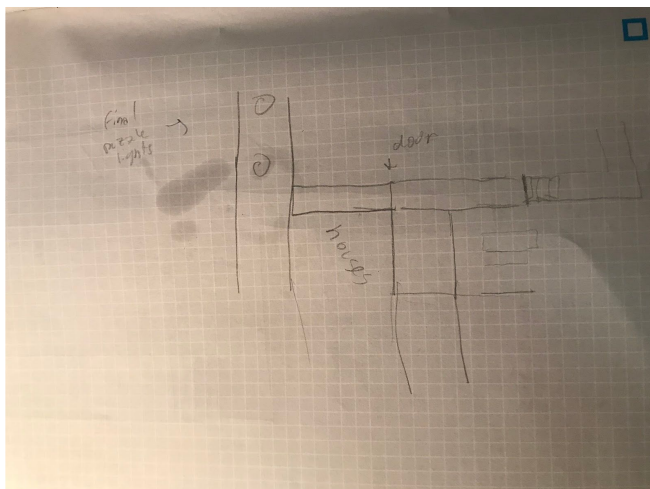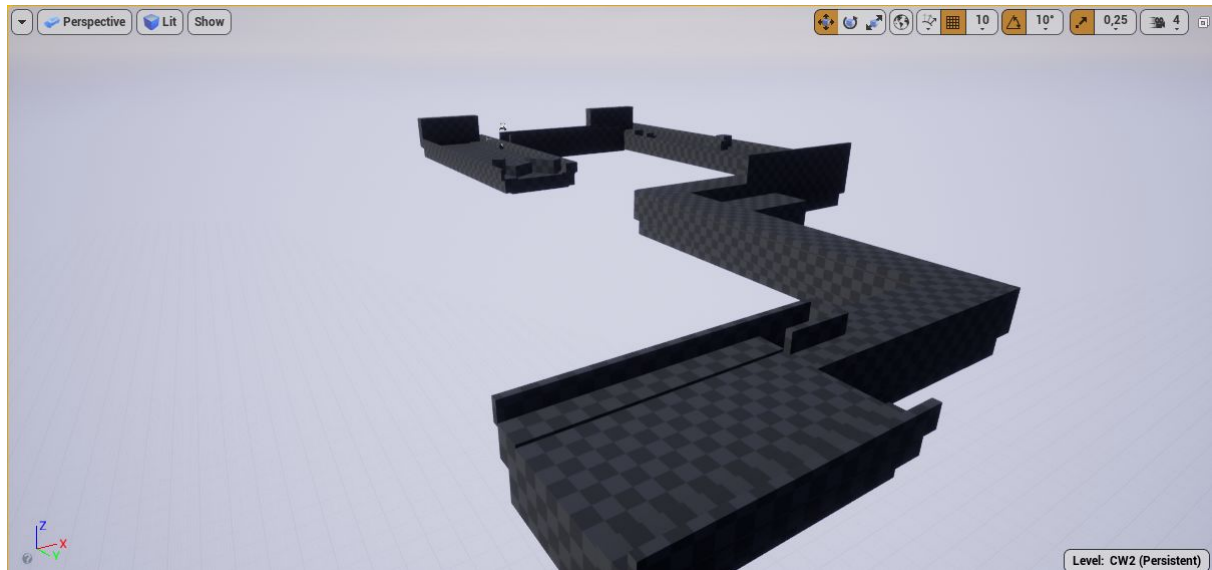· Player needs to get inside underground

17 April

· Zone A whitebox done
· Player learns how to move and gets into the tunnels. There he will get discovered and will run towards the exit.
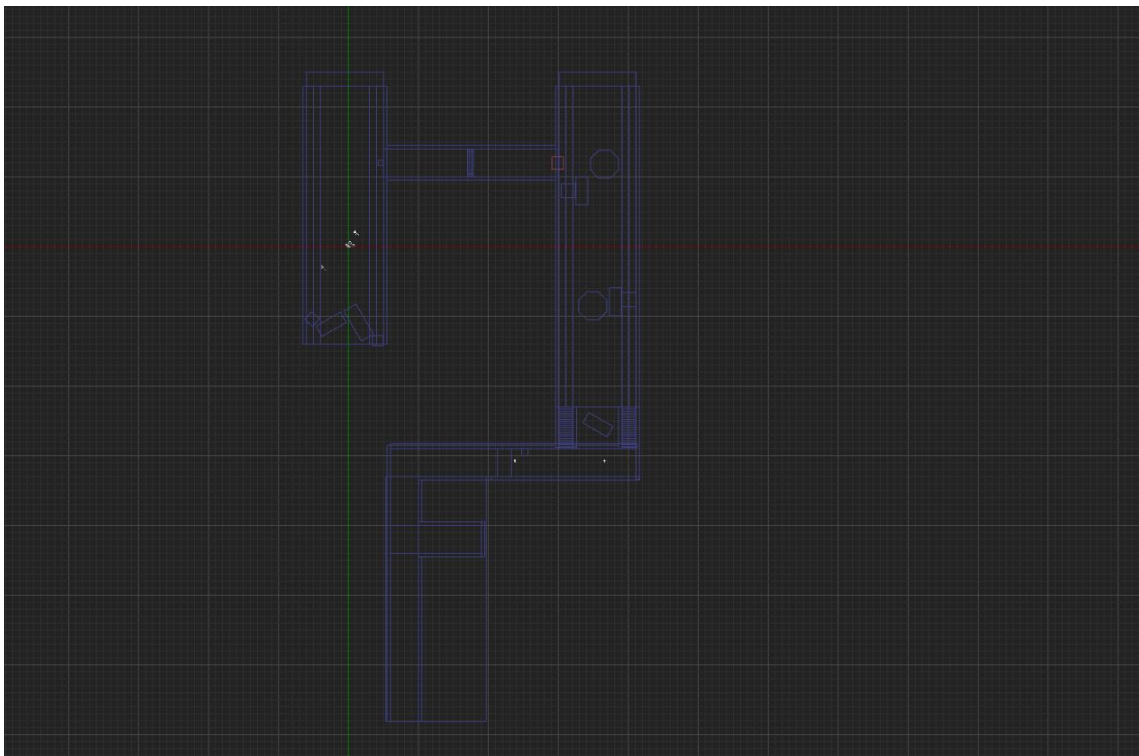
18 April

· Modified Blueprints. Now Crouch and Run are not inside first person character BP but inside the level BP

· Design of Zone B of the level + starting it on WhiteBox

19 April

· Final puzzle done. Player will face two types of cameras. Dynamic ones, and static (blinks) ones.

· Player will use crouching and running in order to get to the end of the path. There he will get caught by the police and the game will end.

· White Box finished
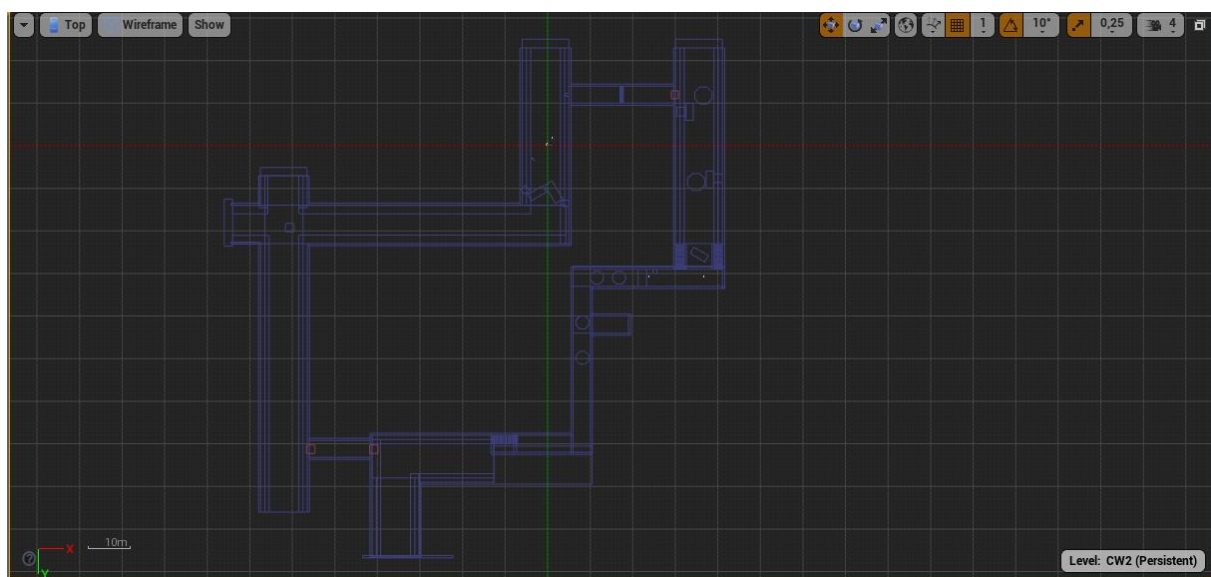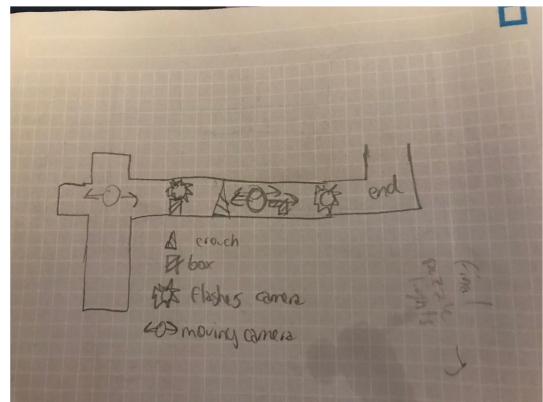
20April

· Implementing cameras through BP. Cameras toggle (2 sec). If player is detected they turn on red color and alarm. (Player will restart the game in the future).
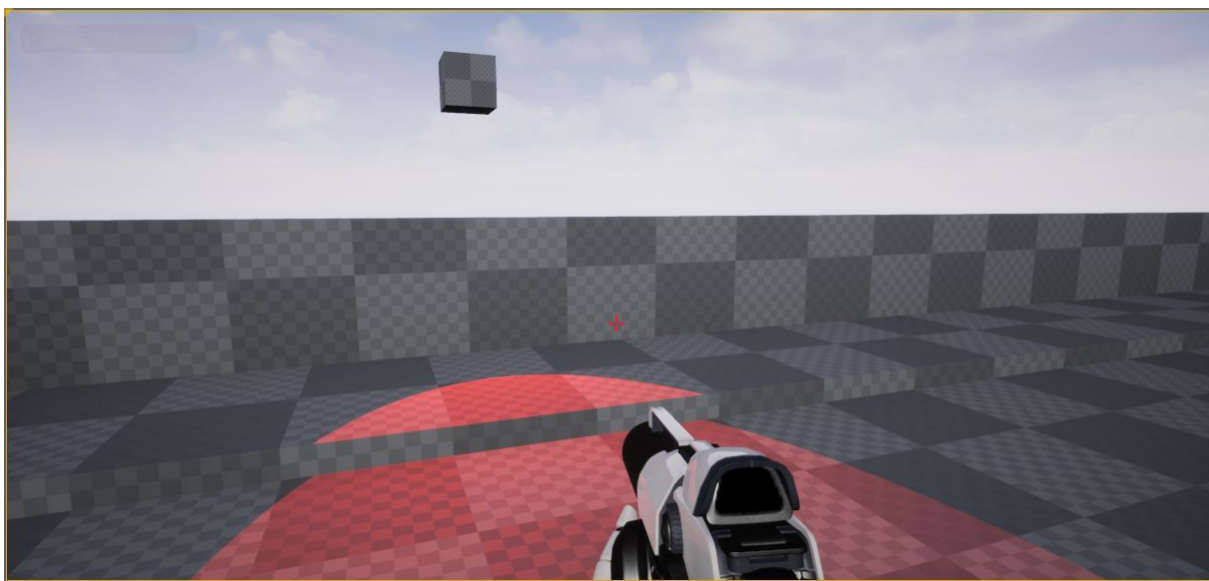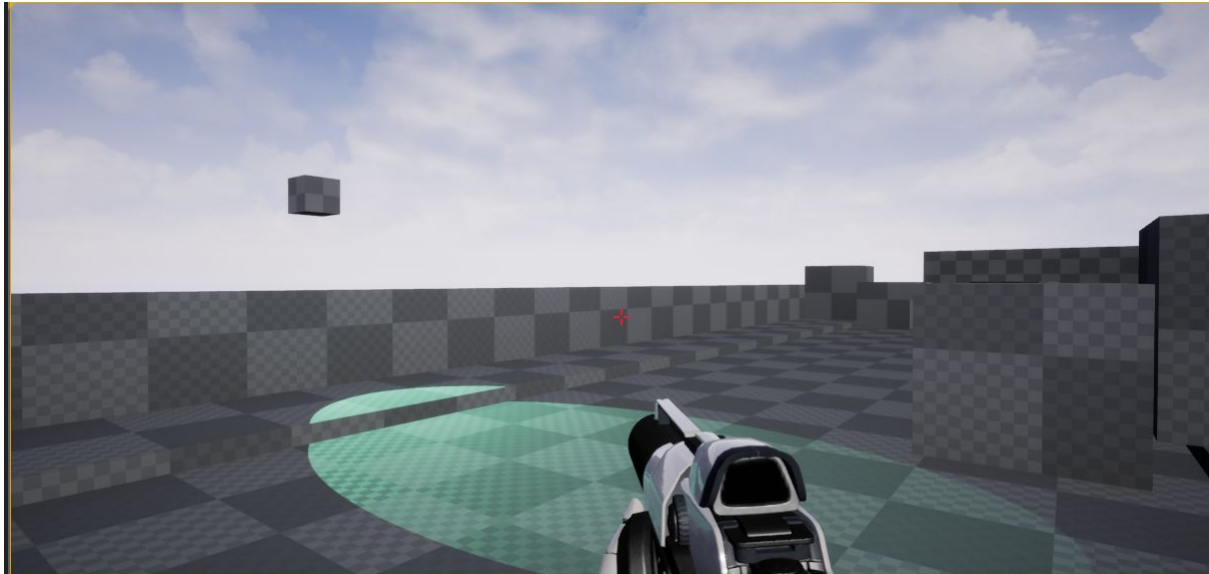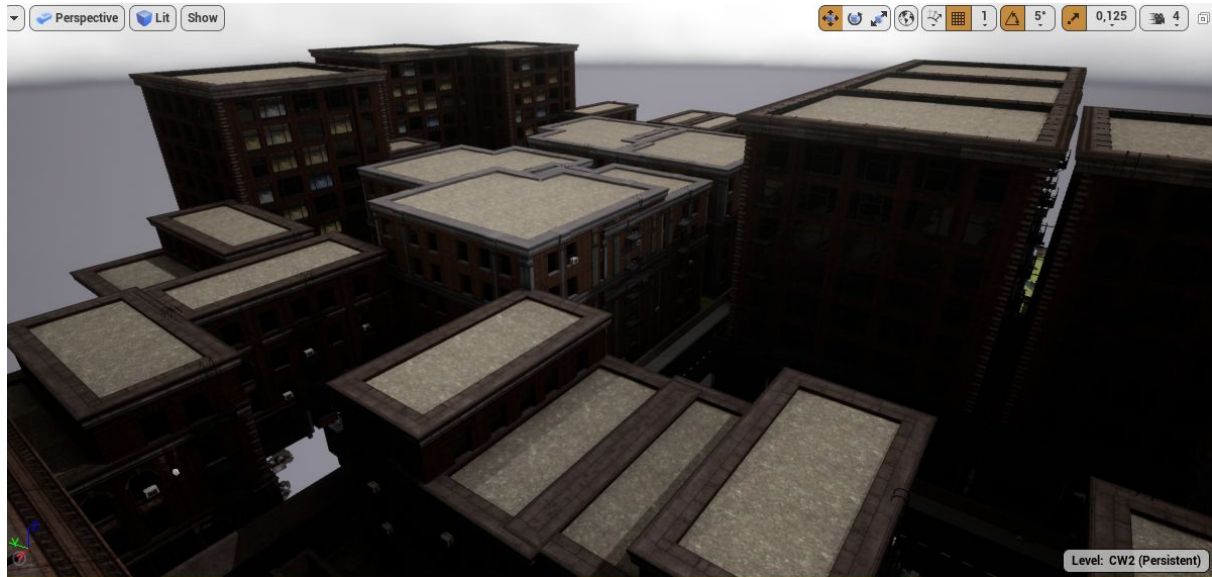
21 April

· Process of White Box to Static Mesh
· Skybox tuned to Glasgow afternoon mood

22 April

· Static Mesh

23 April

- Finishing Blueprints
- Trigger Events
- Post Production lights