TDD:

1. User HUD, including a Main Menu and Level Launcher:

The way I integrated my HUD is with Pop-up style information that informs the player of the way the memory’s act when the player interacts with them. The second way i use the HUD in game is a pop up indicating how many fragments are left.

I created a Main Menu, Level Launcher and a options menus. In these I have

2. Third-Person Camera:

The third person camera was set up as a default by the Third-Person Gameplay setting.

3. Level with BSP Geometry:

I have used the BSP geometry to create a setting of floating blocks to create the dreamscape and memory-scape.

4. User Pickups:

The user will be able to pickup memory fragments and once they are collected the blocking volume that prevents the player entering the portal room and enter the next levels.

5. Game Instance Class

I use the game instance class to control the music through out the game.

Advanced design Techniques:

1. *Environment Interaction and Collision.*

I plan on making different types of floor/blocks that affect the player differently.  
for example a yellow block that will prevent the player from jumping, a green block that will move when stepped on and a blue block that will disappear after a few moments.

1. *Multiple Levels and Level-Design:*

I’m planning on making three levels for this including my tutorial level. The three levels would include different themes.

In the first level I created a simplistic tutorial that explains all the context of how the games functions work.

In the second level I created a more expansive level that allows the player to explore more, this level utilized the fragile memory the most.

The third level follows a lot more of a liner progression but also is has room for shortcuts in it to allow the player to play at their own speed.

1. *Audio:*

I plan on creating sound effects background music for the game. These sound effects will play when a collectable is collected, when jumping, and some basic background music. the way I will create these audio clips is by using the online sound creation tool beepbox.

I also created a Background and sound effects music class and music mixer to allow the player to edit the volume of the sounds as requested.