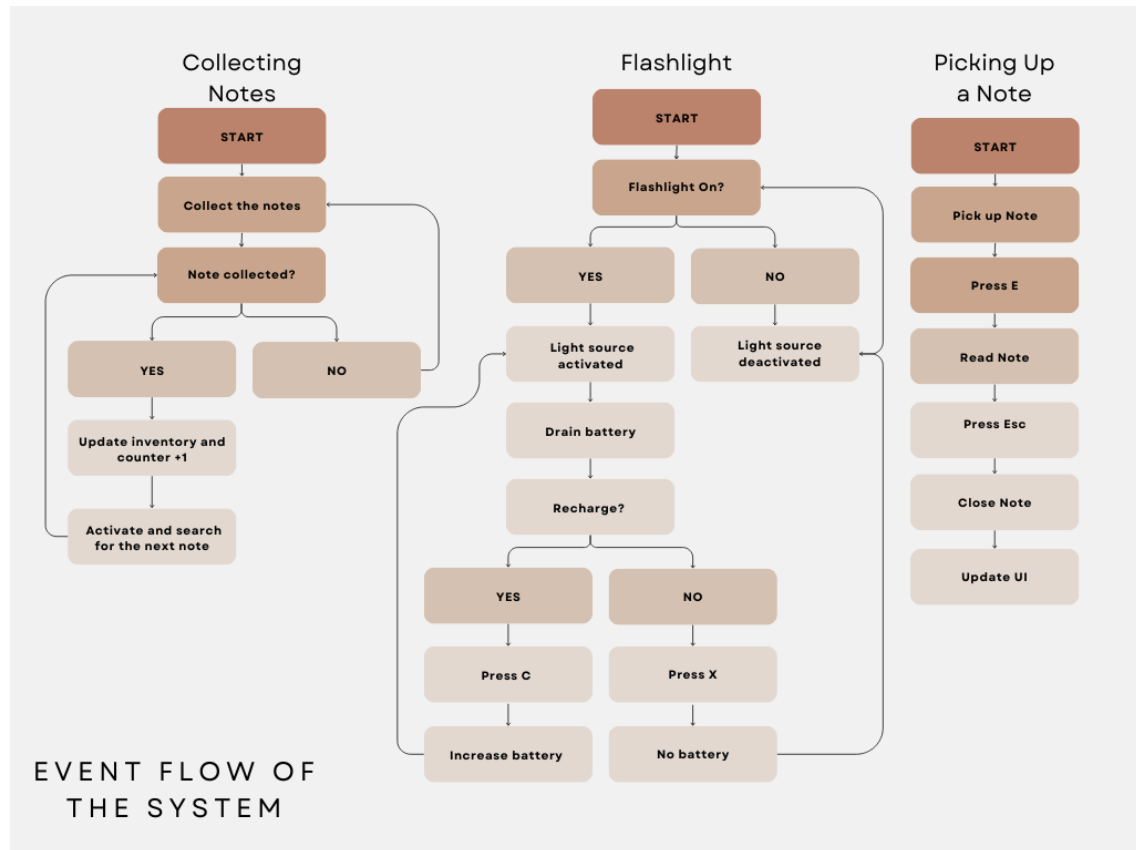


Document Design Rationale and Gameplay Impact

a. Write a short (1-2 page) explanation that:

- I. Describes the design and event flow of the system.



Explains how events improve modularity and gameplay responsiveness

Configuring different events helps me organize various gameplay dynamics. Picking up a note directly connects to the inventory and counter, allowing for clear visualization of collected items and their total count, as well as tracking each individual element. The note collection system adds dynamism by ensuring that once a note is collected, the next one is activated. This maintains a constant count of collected items and enables different mechanics based on the number of notes gathered, such as triggering events like completing the collection, activating screamers, increasing enemy speed, and other gameplay elements.

The flashlight mechanic creates constant tension for the player, encouraging strategic resource management, as energy is a key resource in the game. Implementing a charging/recharging system allows for potential future mechanics, such as using the flashlight not just as a light source but also as a defensive tool against enemies.

Challenges and Solutions During Development

The most challenging part of the development process was implementing the counting system to activate the next note. Since each note has a unique message and UI, I needed a solution to avoid mixing them. To address this, I integrated the notes as a 3D prefab list that the game could collect, triggering 2D UI updates and keeping the counter accurate. This approach allowed me to track collected notes efficiently and trigger events based on the number of notes gathered.