

Individual Contribution:

Sprint 1:

Over the first sprint I worked on trying to get a functional pause menu into the build so that you could pause and go to a main menu, to do this I created a new level map for the main menu and used blueprints to create a screen that displays the pause menu over the game screen with different options on it such as a continue button, a save game button, a main menu button and a quit button.

Sprint 2:

Over the second sprint we worked on trying to get a Key Card as an object in game to have the functionality to open a door so that the player can progress through the game into different rooms to do this blueprints were used to create a system to check if the player has picked up the Key Card and then either opens the door if the correct Key Card is present or does not if it still needs to be collected from the environment.

Sprint 3:

Over the third sprint we worked on making a visual display on the HUD so that when the player looks at an item that they are able to interact with a prompt appears on screen to pick it up or interactive with the item. To do this we used a similar system as Line Tracing or Ray Casting so that when the player looks at certain items the prompt will appear on the HUD making it clearer to the player what is part of the environment and what can be interacted with.

Sprint 4:

Over the fourth sprint we worked on getting Closed Captioning on the HUD when the player interacts with an audio log within the game to make it easier for the player to understand what is being spoken in the audio log to do this we tried to play the script of the audio log on the HUD when the audio file is being played so that they sync up together and act as CC.

Sprint 5:

Over the fifth sprint we worked on trying to implement all of the different code onto the current build as due to limited knowledge of how SVN some of the code was removed from the build by accident so we have been trying to re-implement all of our code back into the game to make sure that the game functions how it should.