Individual Project Report 3

Week 3:

This week I got a lot done on my game! I refined the flipping mechanics some more so that the player doesn’t notice they’re on the ceiling. I also added the ability to teleport to the floor when you are on the ceiling as well. I’ve completed one puzzle that uses these mechanics. I plan to have another one using the same mechanics hopefully before next weekend. I’m also currently working on another puzzle that messes with the player’s camera. The idea for my game is that I want to mess with the player’s camera as much as possible, so I’m not limiting myself to one mechanic. I’m currently still working on this puzzle as I’m writing this so that I can show it tomorrow for the presentation. I’ve also added a basic black border to all of the walls, and I have to say it looks a lot better than before!

Next week I hope to have at least 3 puzzles and some sort of reward for the player as well. I’m not really sure what to do for that, but even something is better than nothing.

