6/05/2023:

Successfully implemented full basic functionality for Darkvision. Need to go in and adjust the colors of the materials, and make sure everything is working as seen in the game.

To do this, I created three different material assets, and one material parameter. The parameter contained two values: Opacity and RadiusOpacity. The former pertains to the AI vision, while the latter pertains to the effective radius of Darkvision. The names may change. The three materials were as follows:

* Vision Cone: A translucent cone representing the AI’s line of sight, anchored to their head, and invisible while the Darkvision ability is inactive.
* Darkvision Highlight: A post-process material that activates the Vision Cone’s visibility to the player while in-game, and highlights AI meshes.
* Darkvision Radius: A post-process material that affects the saturation of the player’s vision in game to support the efficacy of the Darkvision Highlight material.

I have encountered the issue where the Darkvision Radius material is not working properly by not changing the perceived color of the environment, as well as a delayed activation of Darkvision itself. The vision cone material appears translucent in the editor, but in-game, it is opaque.

Some additional notes include that the AI used for testing had no patrol animations, and was a basic Quinn mannequin.

8/21/2023

Brief mention: Summer 2023 course load greatly impacted my ability to work on the project in a negative way in the short term. In the long term, however, I feel much more confident in my understanding of programming concepts. Delaying Practicum III completion by a semester also has thrown my initial planning for a loop.