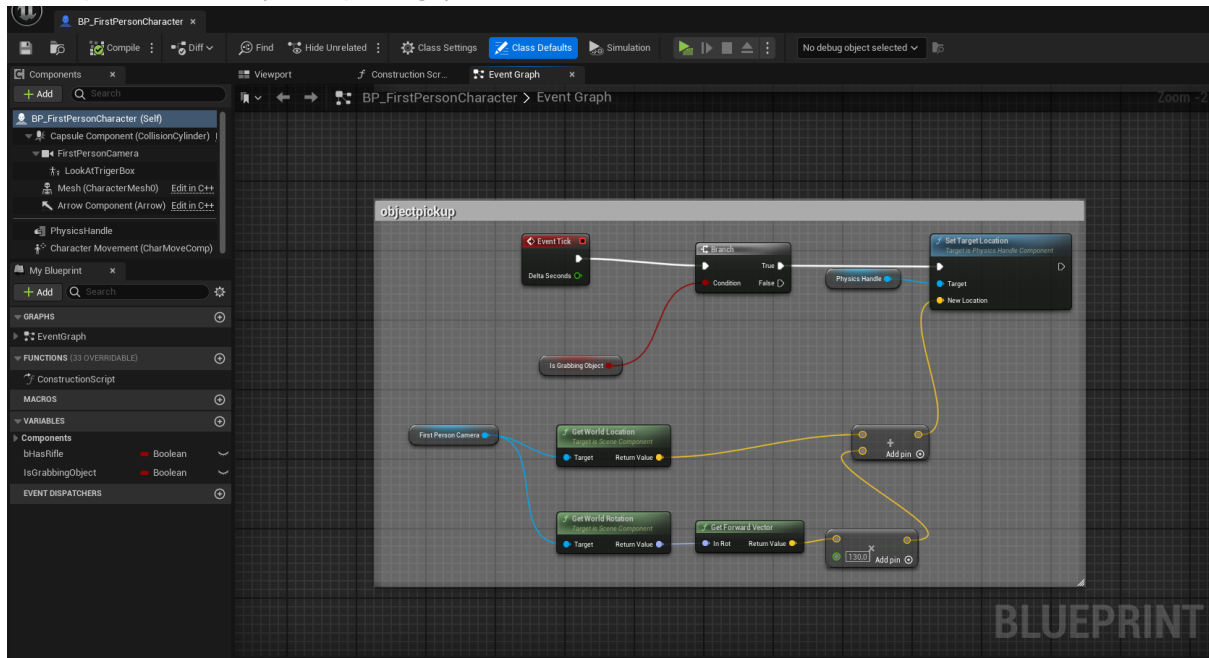


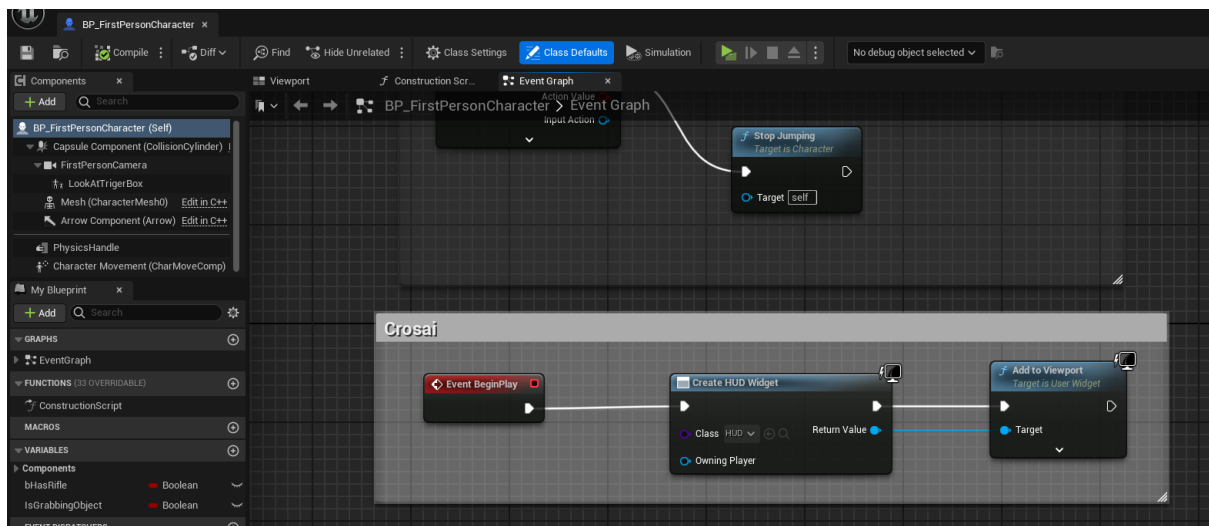
Digi Fungi Developer notes:

Player character:

Pick up Interaction: (Pick up Range)

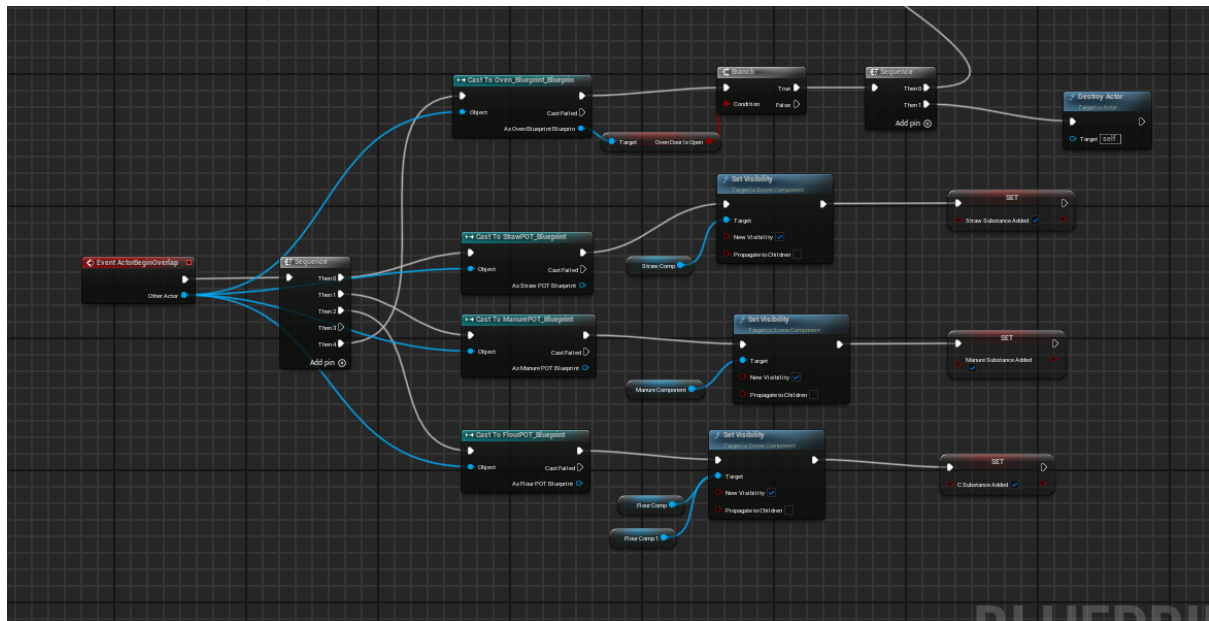


Player Crosai:



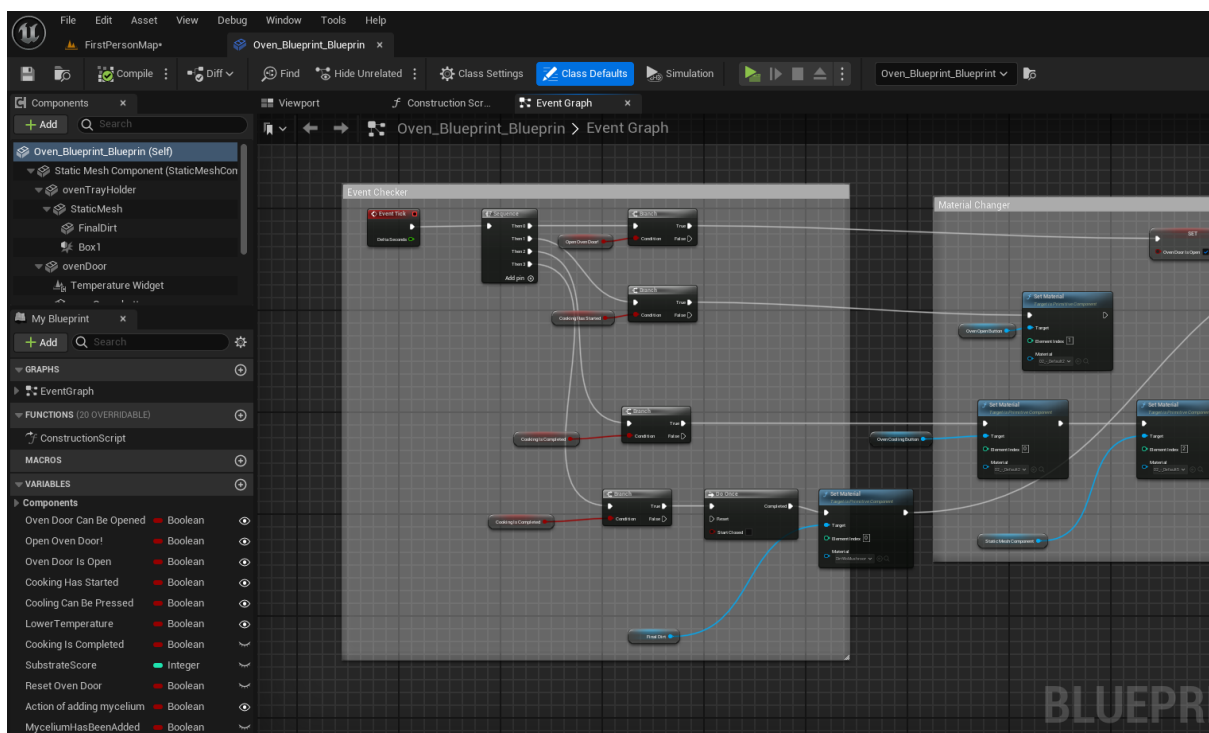
MixingCart:

Components, overlap interactions.



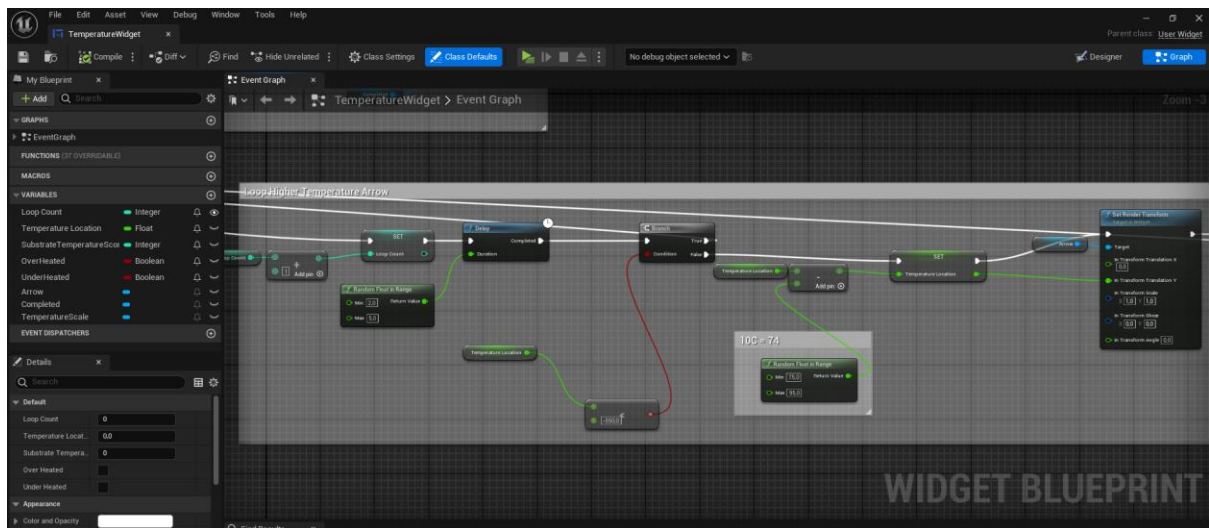
Oven (Substrate Cooling):

Overlap Actions, component visibility, Condition Checker, Door Opening/Closing Interactions. Visual adjustments. **Heating Process Start up (Temperature Widget).**

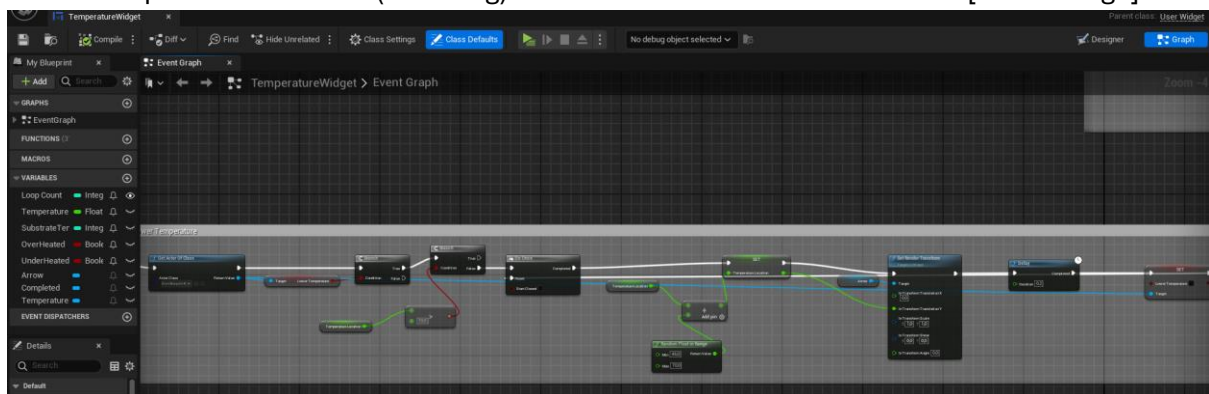


Temperature Widget:

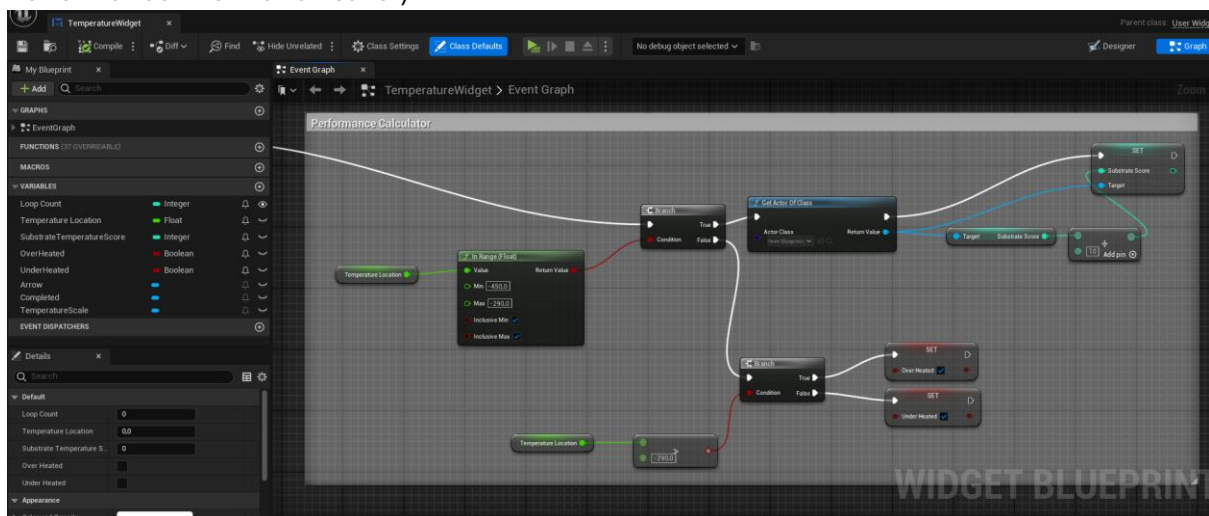
Arrow component movement(rising): (Loop Counter/Random timer [within range]/Random movement increasement[within range])



Arrow component movement(Lowering): Random movement decreasement [within range].



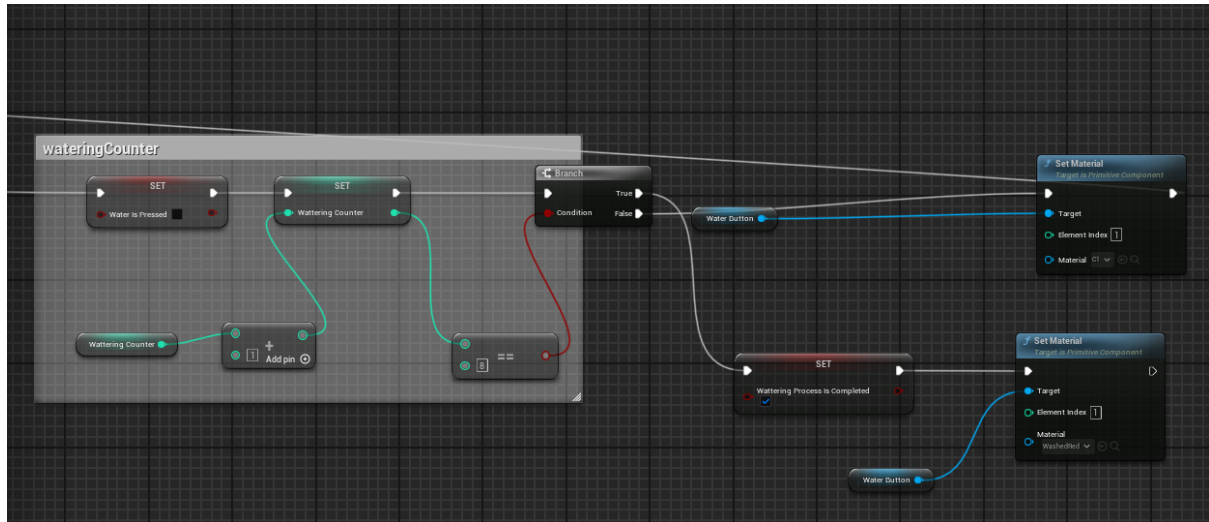
Location (performance) Calculator: (Within Range Checker/ Substrate Score calculator/ Performance Information saver)



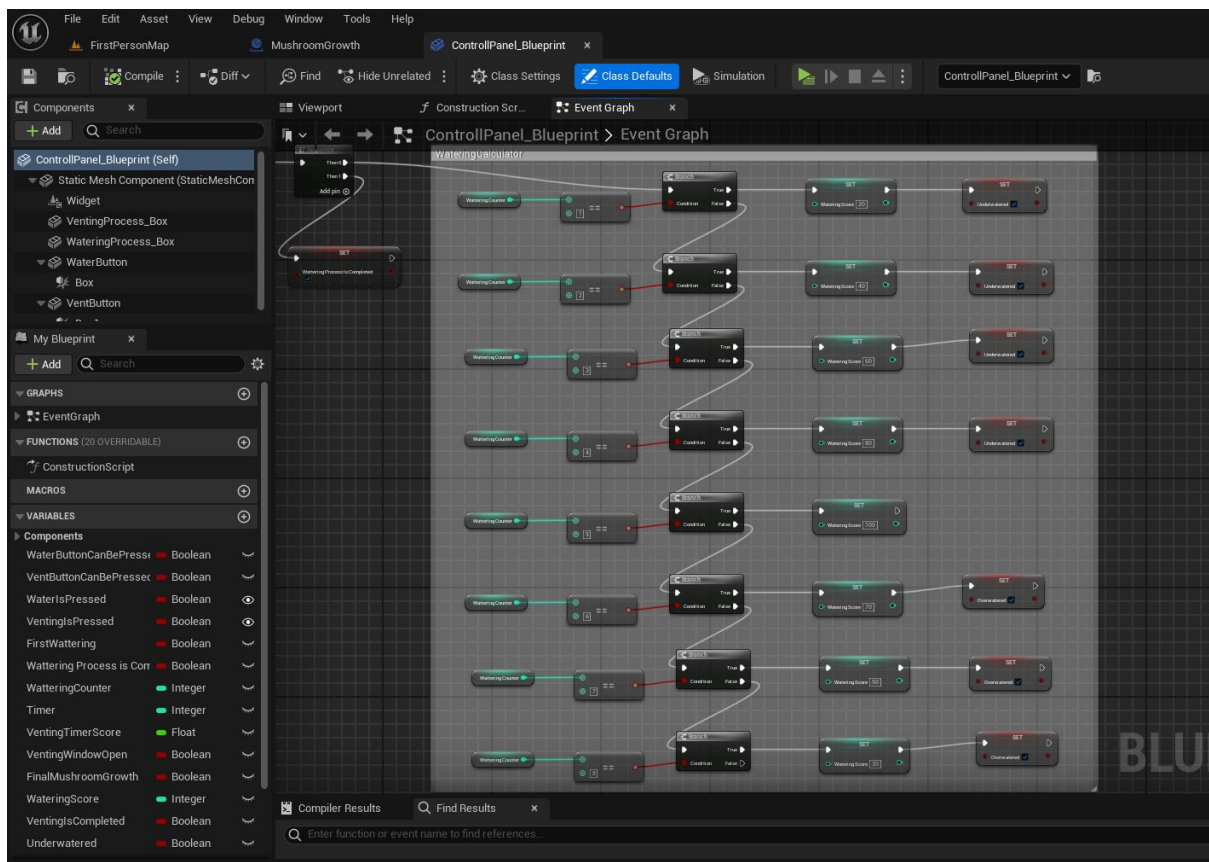
ControllPanel: (Watering Venting):

Overlap Actions, Condition Checker, Panel introduction movement, Visual adjustments, Mushroom growing timer, timer checker. **Venting event starter, Watering event starter.**

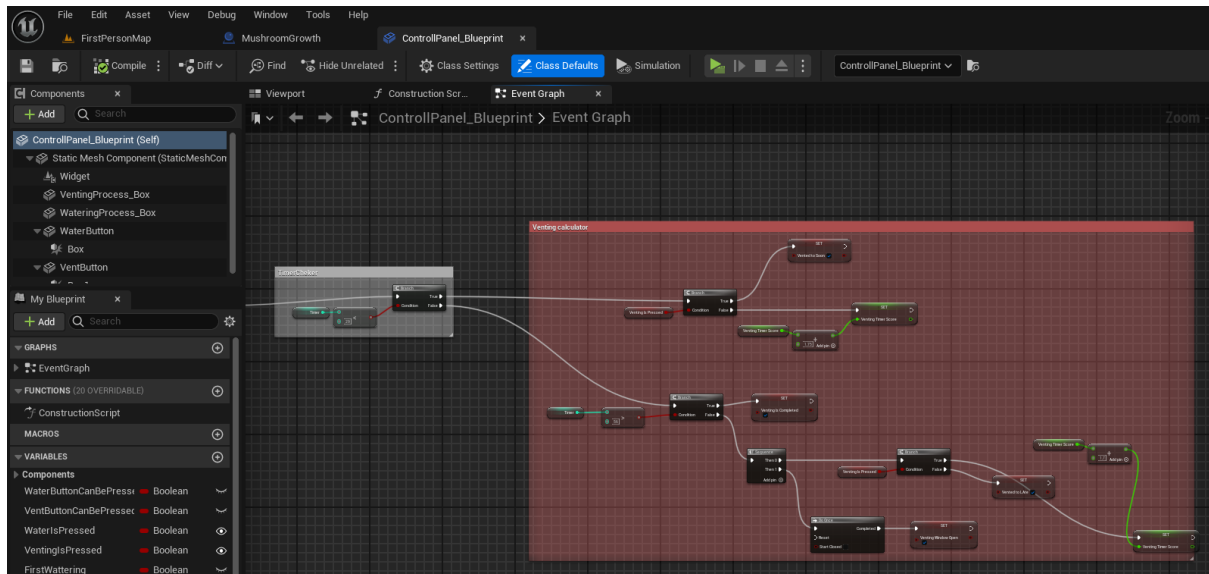
Watering counter/event ender.



Watering Score Translator/ Information Saver.

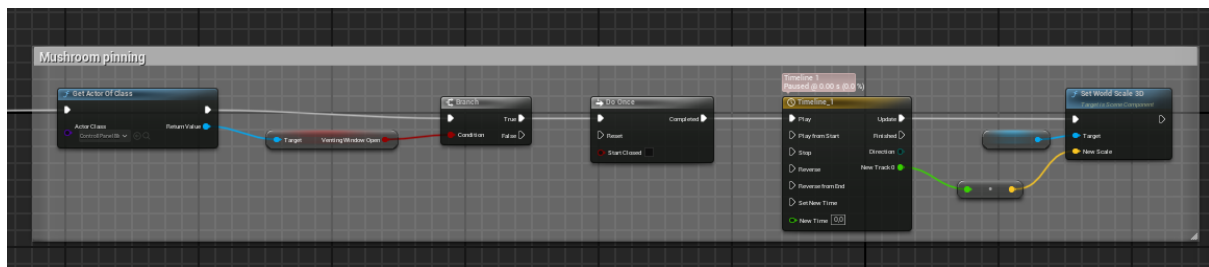


Venting Timer Checker/ Condition Checker. Performance Calculator.

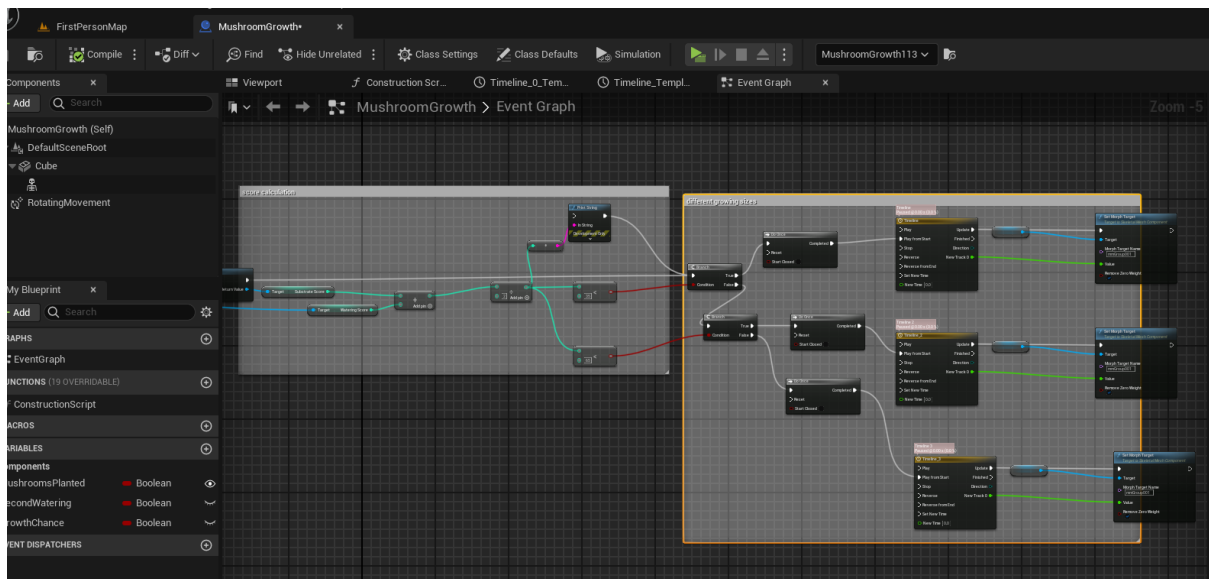


Mushroom Actor Morpher.

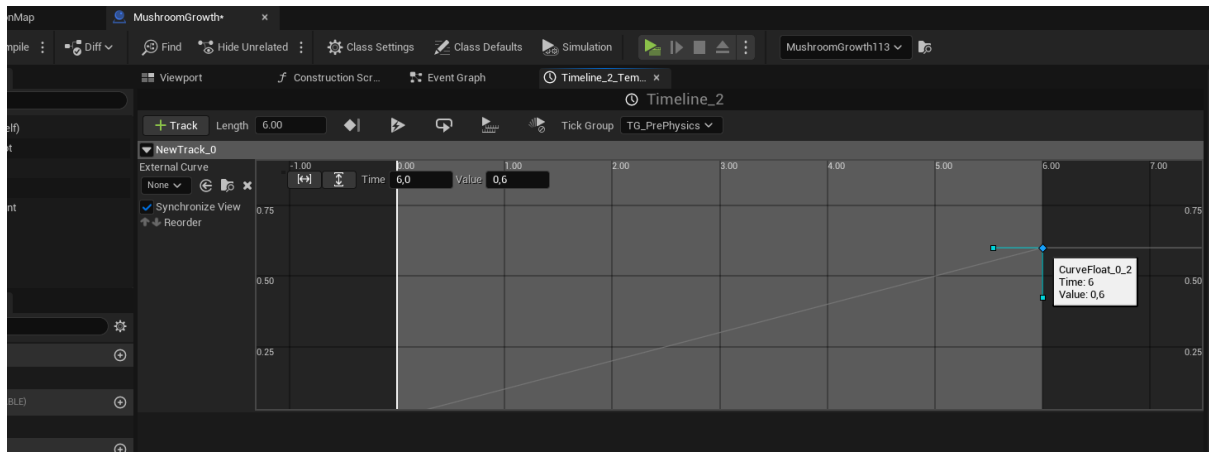
Mushroom event checker, Score checker, scale changer, physics enable event.



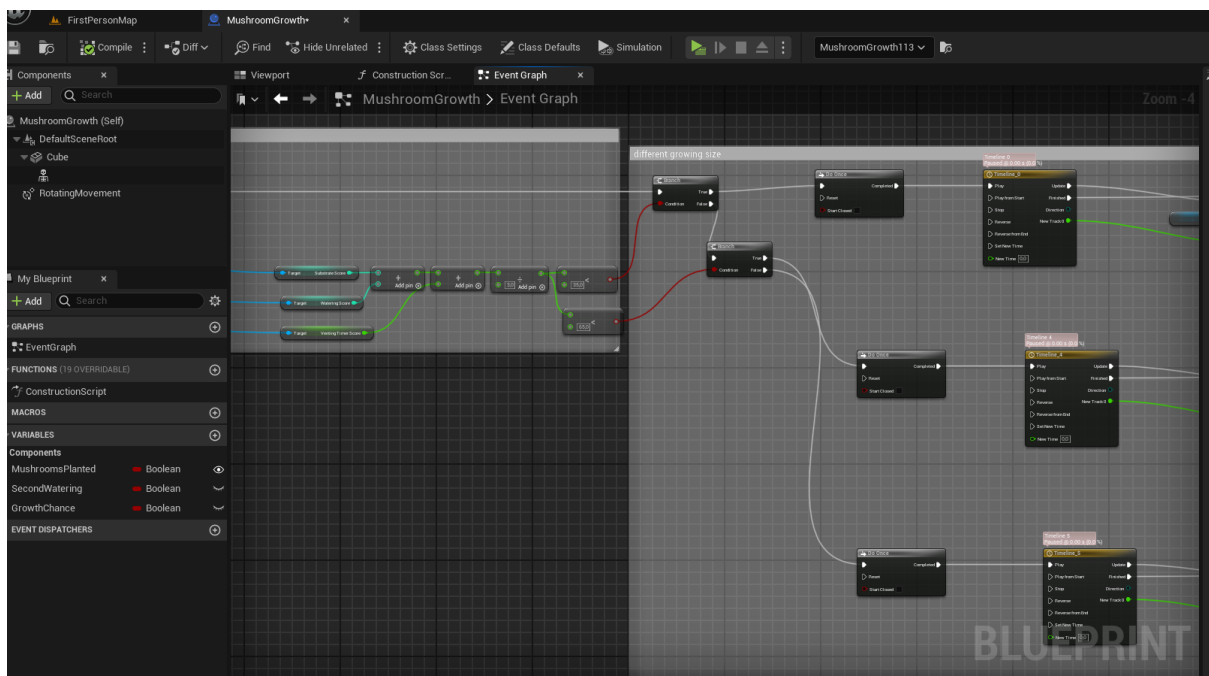
Mushroom First Morph: Substrate Score / Watering Score calculator. Morph Size event.



[mushroom size timeline example 06/06/06 scale]

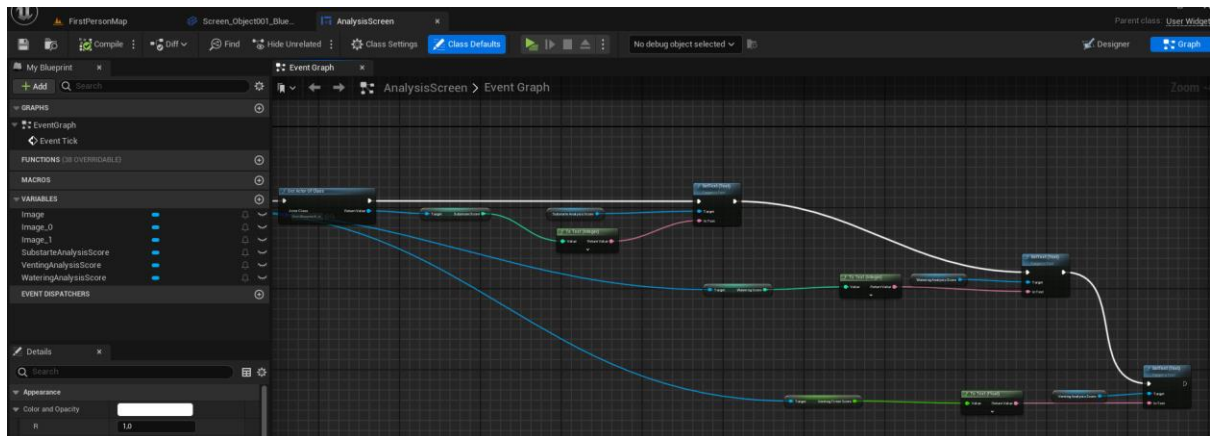


Mushroom Second Morph. Substrate Score / Watering Score / Venting calculator. Morph Size event.



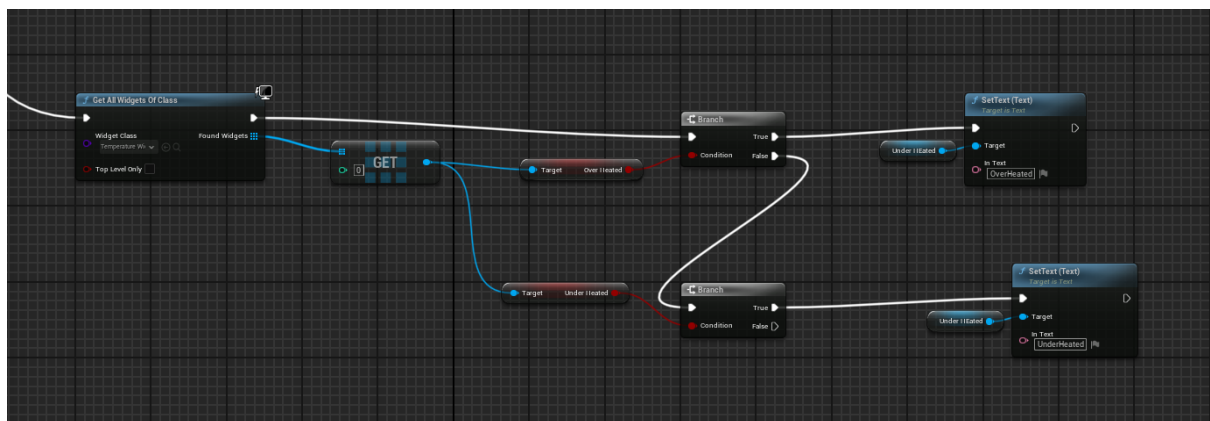
Analysis Screen(Widget).

Calculate/show each performance score.



EndScoreWidget(Widget).

Display each performance score, show overall performance. Show additional performance information.



FirstPersonMap(Blueprint):

Left Mouse button interaction. Water sprinkler particle system spawner and despawner. Start Screen. Mycelium adding event. Venting (Visuals) event. Level Restart, Game quit.

