Week 3 Progress Report- Brittany Thompson & Kyle Schroeder

The project’s art/design and programming have finally been placed within the same Unity project. While some changes had to occur, because of time frame and lack of available resources we were unable to maneuver some ideas and materials around to suit the overall game idea.

Since a black cat was not found in the asset store and would take a while to model, a Jack-O-Lantern will take place as the NPC. To make the Pumpkin model look alive a particle effect is being used. A new but similar dialogue will be used to inform the player of the game objectives along with providing the storyline.

The maze was modeled and has a mesh collider to prevent player from going through the walls.

Haystack was nixed due to modeling issues. The effects did not want to export out of Autodesk’s Maya nor Import into Unity correctly. The flashlight was successfully modelled. Instead of having the flashlight lay on the haystack, the flashlight will be floating in an spotlight with a unique color and the light will disappear once player retrieves light.

The gates are in place but still need to have colliders placed on them. A script to handle the gates to open and close is yet to be done.

Ghost enemy has been modeled. Instead of animating a horror face on the ghost the Shader material for the eyes and mouth will just be changed to red with a script.

Scripting is still in progress as well. Most of the player and enemy controls are done, but they still need more coding to make them fully functional.

Other thing to yet to make the prototype:

- Inventory for the collectible items.

- Life count

- Collectible count

- Sounds/Music

- Menu Screen

Player Controls

Movement

Arrow keys or ASDW

Flashlight

F