

## **Escape Room Final Project (Part 2) – Documentation**

**Project Name:** The Thief's Escape.

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**Dev Log:**

- Important Scripts:
  - AnimateHandOnInput: Controls the hand controllers.
  - Timer: Runs only when game starts and ends when it ends. The players won't be able to see it but it will update their scores immediately when game is over.
  - First/Second/ThirdKeySpot: Every riddle separated into 2 parts – enabling the key, and then put it in the spot. Those scripts will start the next riddles.
- Scenes:
  - Lobby Room Scene: When playing a game, the player will enter into the lobby room and will be able to see there the leaderboard and the game's menu, where he will be able to start a new round. There is also a menu that explains how to use the buttons on the hands controllers in order to move or grab objects.
  - Game Room Scene: The player will enter this scene when pressing the "start game" button in the lobby room. When the player enters this scene, the timer starts counting time and he can immediately start solving the riddles. When getting out of the house, the game pauses and the player can see his score and go back to the lobby room.
- Important Game Objects:
  - Snow: A particle effect of snow on the mountains should add to the player's environment entering the lobby.
  - Clouds animation: The clouds animations are timed so that there is never a time when there are no clouds in the sky (Also for player's environment and realism of the game world).
  - Gaze Interactor and Gaze Interactable: The gaze interactor is in the main camera GameObject and let the camera detect each GameObject with the layer "Gaze" that have a gaze interactable.
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- Bugs:
  - Buildings: A box collider component was added to the houses so that players won't be able to teleport into them. However, it's not perfectly working, and if trying hard enough, one can enter the asset area.
  - Sometimes when holding a key, the joystick movement make some bugs, but it is possible to teleport from place to place as usual.
- Development insights:
  - I used many times the "OnTriggerEnter" function, but it took me some time to understand how to use it, what other components an GameObject must have, and how much the box colliders have effect on how it will work.
  - My computer can't run the game on the editor which make it harder and longer to build and check my game, especially at the beginning when I connected the headset movement and hand controllers to the game.

- Good particle effects can be made by me, and those kinds of assets might be sometimes too complicated to use.
- Sometimes you have to find creative solutions to specific problems, even if there is a better one but it might take you time to find it or you don't have the resources for it.
- TextMeshPro might do sometimes problems that regular text doesn't (that's why I used regular text on the 3<sup>rd</sup> riddle canvas on the dropdown menus).
- PlayerPrefs is a very useful tool to save data.