Tal Barda

Escape Room Final Project (Part 1) – Documentation

Project Name: The Thief's Escape.

Student Name: Tal Barda.

Dev Log:

- Scripts:
    - ActiveGrabRay: Controls the ray connection to the hand's controllers.
    - ActiveTeleportationRay: Controls the teleportation abilities of the player.
    - AnimatedHandOnInput: In charge of the hands' movement in the game and connection to the controllers.
    - GameHouseMenu: Loading the game scene when start playing the game.
    - LobbyRoomMenu: Include the "exit game" methods.
- Scenes:
    - Lobby Room Scene: This is currently the only scene in the game. When playing a game, the player will get into the lobby room and be able to see there the leaderboard and the game's menu, where he will be able to start a new round.
- 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).
- 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.