**Build Notes**

**Team Neutral**

**Mackenzie Houle, August Duet, Amanda Pastuszak, Nick Craig, Mike Miller, Matthew Edwards**

**Final Project 2 Week 1**

**Chronos Build 0.12\_2**

Basic Controls:

WASD - movement keys

Mouse click - interact with npcs and objects

Spacebar - jump

C key - crouch

Shift key - Sprint

ESC - Opens up the pause menu *(Does not appear to be working in this build)*

E - Grab Objects (highlighted red)

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 Keys - Select item slot in the inventory

Mouse wheel - scrolls through the inventory slots, up for positive, down for negative.

Journal Controls:

J key - opens the journal to the journal page

K key - opens the journal to the codex page

L key - opens the journal to the log page

` key - toggles cursor visibility (try not to use)

To collect an item: Move towards the item and click it.

To use an item: with the item you want to use selected (using 1-0) right click.

Developer Keys:

F12 opens a panel to skip the tutorial, reset time, and give certain objects to the player.

F5 will save the game.

F6 will load the last save game.

Saving and loading can also be done through the pause menu ‘P’.

The game can be loaded from the main menu.

**The game needs to be played on full screen, otherwise it won’t function correctly**

**Known Bugs**

* **Make Sure When using an item you aren’t highlighting any player, object, etc… If you are highlighting something it will be a problem.**
* **When loading another level if you have a gameobject highlighted, it will ruin the game!**
* Elevator still is not functioning completely properly, the player must use F12 to load levels.
* Dialog issues have been addressed in the cafeteria. There may still be some residual issues with terminating dialog with certain NPCs.
* If players stay inside of the door animation space after the animation is finished they may become stuck or fall through the level.
* The screen fader when switching between levels right now is not working.
* Sometimes if you switch from level 1 to another level and back to level 1 the inventory will draw additional inventory slots.
* There is little feedback in the airlock to know what’s going on or how to solve the puzzle. The player can receive direction elsewhere in the game, but not within the Airlock itself.
* Lighting on pickups, interactable npcs, etc is not consistent.
* Broom is set as a pick-up but does not have any ID yet
* End and Main Menu scenes do not load properly from in-game. The menus themselves operate properly, but the camera and canvas need to adjust it.
* When you pickup the vial in the research lab, it triggers dialog with the research assistant.
* The link between the research supervisor in and out of the bathroom is not working correctly. Both npcs are present but don’t really have an impact on the game.
* In this build, the time loop is having some issues. Sometimes it will reset but not completely refill the timer. When switching between levels the time loop does not reset.

**Walkthrough**

**Floor 1:**

The player starts in the main character’s bedroom. A tutorial dialogue will appear and the player must select an option to continue. A new tutorial panel will appear. If the player looks to the right at the AI panel (the red screen next to the door), this unlocks the player’s movement. To continue, you must go towards the panel and initiate dialogue with the AI twice. The player’s data log is on the white desk on the left side of the room. To pick it up, you will have to get close to the object and click on it. Once you have it picked up, press J, K, and L to test out the journal. This will trigger the door in the bedroom to open.

When you leave the bedroom, go down the hallway. At the first intersection, go left and then left again at the second intersection into the yellow room. Chan and the AI will be in this room. If you select the AI panel, she’ll tell you the first thing you need to do is get access to the elevator across the hall. So you should then go talk to Chan across the hall who will tell you that the Overseer has to give you clearance. You will find him in the cafeteria.

When players walk into the dining room, the Overseer is on the far left. Talking to him will reveal that there is a hold up with the food. He refuses to help the player until he has eaten. The player must talk to the server behind the counter. The server will explain that the door is jammed, and suggest the player search the storage room for tools to fix it.

In the storage room, the player will find a broken crowbar and a screwdriver. With the screwdriver, the player can open the vent in the storage room, and crawl into the kitchen. Inside the kitchen, the player will find duct tape. Combining the duct tape with the broken crowbar yields a fully functional crowbar, somehow, which the player can use to pry open the jammed kitchen door. Talking to the Server after this, the player learns that they must gather clues by talking to all 5 people who ordered food. Each NPC will give the player two clues. With all the clues the player will be able to figure out who ordered what, and deliver the correct food to each NPC.

|  |  |
| --- | --- |
| Name | Food |
| Overseer | Red Solid Food |
| Brian | Blue Solid Food |
| Red Shirt 1 | Blue Liquid Food |
| Red Shirt 2 | Blue Paste Food |
| Red Shirt 3 | Green Liquid Food |

There is a second interaction puzzle in Floor 1. If you go to the bathroom, there is a closed stall door that the player can interact with. After annoying the person inside, he will ask for help. If the player finds the objects that he requests and brings them back, a mini game will open. Right now the items are in the storage room, bathroom, and cafeteria. The player must select the right button within 5 seconds 10 times to succeed.

**Floor 2:**

**Research Lab**:

Talk to the research assistants to learn that their supervisor is out and they can’t progress with their research. Complete the toilet puzzle to get the supervisor back. He will open the doors for you.

In the research lab, you will take the 2nd door on your left. This will lead into the decontamination chamber, which at first glance, is just a visual effect. Entering the connecting room, you will find two vials on the right. pick up one, and bring it back with you. Moving into the decontamination chamber, the vial will be destroyed, and a prompt will explain that the decontamination chamber destroyed it, and you will have to find some way to disable it. Moving out of the chamber, and taking the door to your immediate right or immediate left from the entrance, you will find two switches and windows. The switch that lies adjacent to the decontamination chamber will turn off the chamber, as well as trip the power for the research lab. With the power off, the player can get the vial safely, but the researcher cannot complete the experiment necessary. To restore power, the player will need to head to the generator room adjacent to the lab. Inside, they’ll discover the security system has been activated, and lasers have turned on.

**Greenhouse:**  In the greenhouse, you talk to the botanist and she’ll tell you that the research assistants broke the sprinkler system in the greenhouse. If you go into the greenhouse, the water will begin rising and you have to find the pipes to fix the broken parts with. Right now, the pipes are outside the greenhouse on the left side. In the future, I want them to be a bit more spread out and well hidden. Press E and drag the pipes onto the broken parts and they should no longer be spraying water. Currently, there is no additional dialogue or consequences for succeeding or failing this puzzle. This will be fixed next week.

**Airlock:**

When players enter floor 2, a UI element will display their current oxygen level. If this drops to zero, the player will die, and the time loop will reset (this functionality needs some polish). Players must solve a puzzle in the Airlock while keeping an eye on their current oxygen level to fix the oxygen leak in the room. There are oxygen tanks throughout the level (red cylinder) that players can click on to refill their oxygen meter at any time. To solve the puzzle, follow the guide below. Each square represents a button in the puzzle. Clicking the numbered squares, while following the numerical order, will complete the puzzle.

Left Side:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 1 |  |  |  |  | 5 |
| 3 | 4 |  |  | 8 | 7 |
| 2 |  |  |  |  | 6 |

Right Side:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |
| 2 | 4 | 1 |  | 5 | 3 |
|  |  |  |  |  |  |

Solving the puzzle will “fix” the oxygen leak, making the Airlock safe to use once again. In coming weeks, players will be able to use this fact to gain valuable information from NPCs in the MedBay who’ve suffered from the oxygen leak.

**Medbay**: Currently a work in progress.

**Floor 3:**

**Engine Room:**

Upon entering the room you will see a red door in front of you, this means this door does not open. You will need to collect the four fuses laying on the floor in front of you, then use the objects in the room to jump around the room and over the door, thereby getting yourself into the room with the breaker box. From there you will need to use the fuses on the correct panels to turn on the power and open the door. (the correct fuses are as follows 4 top left, 1 top right, 3 bottom left, 2 bottom right). After this is done the player will then be able to exit the room through the open door.

**Command Center:**

As the player takes the hallway to the command center, they will receive a notification that will direct the player to go to the engine room first. This is just cosmetic, but will be tied to completing the engine room first before going to the command center. Once in the command center, a prompt will tell the player they’re headed towards an asteroid field, and using the panels, will need to direct the ship out of the asteroid field path. However, if the player doesn’t get the right order in time, the ship will explode. Right now there isn’t a time limit, or fail or win state, but the buttons will reset properly and highlight green to show you which is the correct button. Each time it is red, it will reset after a few seconds.

**AI Core**

This room contains a small ring puzzle that is broken into 2 parts. Part one of the puzzle requires you to enter the door to the right of the core and activate the servers to allow you to access the ring puzzle. The correct servers to activate is.

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |
|  |  |  |  |

Once the servers are activated you can exit that room and the ring puzzle is located on the center console. You operate the puzzle by clicking on the individual rings to spin them. The objective is to unblock the lasers and make the forcefield disappear. When you have accomplished this, this will signify the end of the game.

**Overview: This week we plan on finalizing our design while squashing any remaining bugs left on the list. We also are going to attempt to create a pitch presentation so that a Game Audio student may join us on our project.**

1. **Quest handler tied to all other scripts**
   1. **Completion Criteria**
      1. The listener and methods need to be placed in all of the quest scripts to track whether each quest has been completed.
   2. **Team Members**
      1. Matt Edwards
   3. **Assessment**
      1. I ended up going a slightly different way with this task, however the overall goal is still achieved. Any quest that is dependent upon another quest being completed (the player must complete the food quest to gain access to the elevator) can check on the completion of another quest by accessing the QuestHandler script. The script is also a static variable so it can easily be accessed by all the other scripts, and at this time all the scripts go through different checks to make sure that the player has completed other criteria before they are allowed to carry on to later parts of the game. This was a long long long task, but it worked out very well, and I think it not only makes a lot of the other coding in our game more complete, it also puts in quite a few failsafe methods.
2. **Fix the menus**
   1. **Completion Criteria**
      1. Make the menus perform as expected. Incorporate saving and loading from in game menus
   2. **Team Members**
      1. August Duet
   3. Assessment
      1. The implementation of these menus was pretty straightforward, so redesign was expected, but there were many unforeseen bugs. The system as it is now should serve the rest of the project barring some minor bugs.
3. **Add better direction throughout level 3**
   1. **Completion Criteria**
      1. Add prompts and notifications to help direct the player throughout level 3.
   2. **Team Members**
      1. Mackenzie Houle
   3. Assessment
      1. Since there wasn’t much in the direction for going between puzzles, I added a notification prompt that helps to direct players between the various areas in Level 3.
4. **Item Use tutorial on first item pick-up**
   1. **Completion Criteria**
      1. Create a tutorial prompt for using items when the player picks up an item that should be used. Like the screwdriver or storage key.
   2. **Team Members**
      1. Matt Edwards
   3. **Assessment**
      1. This task went really well, and I used the QuestHandler script that I was also working on for the benefit of this task. At the start the first item pickup tutorial has not been activated, and picking up any item in the game will activate it. This will tell the player how to select an item as well as how to use the item. This task ended up looking very good as well as working very good, and as far as we can tell at this point, completely bug free.
5. **Journal Feedback**
   1. **Completion Criteria**
      1. Add feedback (audio or text prompt) so that the player knows when a journal entry has been added.
   2. **Team Members**
      1. Matt Edwards
   3. Assessment
      1. This ended up being a more complex task than originally anticipated as there are 3 different parts of the journal, and 3 different types of inputs. Overall it will most likely still need a bit of tweaking next month when everything starts to get polished, but it definitely accomplishes showing the player that there are things being put in the journal for their benefit.
6. **Adding audio feedback to the toilet puzzle mini game**
   1. **Completion Criteria**
      1. When the player clicks a wrong or right answer in the mini game, the game should make a sound notifying them.
   2. **Team Members**
      1. Amanda P.
   3. **Assessment**
      1. The mini game will not play a sound depending on if the player is successful or not. I found some free to use sound effects from a game show and used those since it should be very obvious whether they are right or wrong. These might be changed in the future if other team members dislike them, but I think they work just fine as is.
7. **Adding NPCs to floor 3 for extra direction**
   1. **Completion Criteria**
      1. The third floor currently only has the AI module and extra npcs will be added to provide more direction, journal entries, etc.
   2. **Team Members**
      1. **Amanda P**
   3. **Assessments**
      1. Some of the playtesters mentioned that there were no npcs giving direction on the third floor, so I created some very basic grey dudes next to the doors of each room that say what is broken and provide an entry in the journal. I still need to add in dialog for after the player completes the puzzles, but I think with the way the third floor puzzles are and how they lead to the ending of the game the success dialog is almost not needed. We need to figure out as a team what the end of the game will look like before I add extra dialog.
8. **Add more audio feedback and player guidance to Airlock Puzzle**
   1. **Completion Criteria**
      1. The player needs more guidance in the Airlock puzzle. Audio feedback and more information before the player goes in should help them feel confident when they begin the puzzle.
   2. **Team Members**
      1. Michael Miller
   3. **Assessment**
      1. In order to provide players with instructions on the Airlock puzzle when they need it, in the airlock, a panel was added that the players can click to get instructions on how to reset the airlock, ie complete the puzzle. The player can still learn about the puzzle from NPCs elsewhere in the level, but this way, even if they come straight to the Airlock, they can learn how to solve the puzzle.
9. **Add audio feedback to the greenhouse puzzle**
   1. **Completion Criteria**
      1. Add audio feedback when the player places the pipes in the correct spot.
   2. **Team Members**
      1. Amanda P
   3. **Assessments**
      1. I had a hard time finding a sound that I liked and ended up going with a sort of metal thunking sound. It’s actually supposed to be the sound a metal baseball bat sounds on impact. When the player drags the piece into the correct spot, it will trigger as the pipe disappears from the main character’s hand.
10. **Add sounds to the doors when they open**
    1. **Completion Criteria**
       1. **The doors used to make a sound when they open and close, this needs to be added back.**
    2. **Team Member**
       1. Nick Craig
    3. Assessment
    4. I added sound back in to the doors, and changed back the correct correspondent scripts and animators.
11. **Create a video presentation**
    1. **Completion Criteria**
       1. Create a video presentation to secure a Game Audio student.
    2. **Team Member**
       1. **Mackenzie Houle**
    3. **Assessment**
       1. For the video presentation, I created a simple power point presentation, along with a detailed description about our game.
12. **Adjust the doors in all three scenes**
    1. **Completion Criteria**
       1. Some of the doors have to be jumped over. These need to be found and adjusted.
    2. **Team Member**
       1. Nick Craig
    3. Assessment
    4. This was done through adjustment of colliders and objects throughout the hallways and doors.
13. **Address feedback from Usability teams**
    1. **Completion Criteria**
       1. Review all feedback from Usability teams and apply fixes to any bugs/usability issues they find. If an issue they find requires significant changes, they’ll be discussed by the team before any changes are made.
    2. **Team Member**
       1. Michael Miller
    3. **Assessment**
       1. With the sheer volume of feedback from the Usability teams, it would have been impossible to address all the issues found in one week. However, the team discussed the issues concerning the game at large, like player direction and instruction. A number of the smaller issues were addressed and fixed, but this task is likely to be an ongoing one until the project is finished.
14. **Add some final detail to rooms** 
    1. **Completion Criteria**
       1. Some rooms and areas could use more visual work in making them more symmetrical and more lively and believable
    2. **Team Member**
       1. Nick Craig
    3. Assessment
    4. Several of the rooms had areas readjusted and materials fixed and changed. This was done to implement better viewing when going through hall areas for what is viewed outside.