

Reflection Log – Milestone 1

Title: *Echoes of the Observer*

Developer: Danila

Milestone: 1 – Foundation and Core Prototype

Period: June 23 – July 11, 2025

What I Accomplished

- Implemented the full game loop: from menu → game → final cinematic → back to menu
 - Built and tested the first symbolic gameplay moment (finding key + launching to space)
 - Prototyped Metasound typing system including BPM-linked progression and feedback
 - Created speedometer-style UI to reflect typing accuracy and tempo
 - Structured and tested transitions between all acts using UE5 level streaming
 - Documented core concept in Concept Pitch, GDD, and UE5 Project
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Challenges Faced

- Unreal's input mode handling across menu/game transitions caused temporary player input loss
 - Binding level sequence events required manual fixes — no automatic callback
 - Getting Metasound to adjust BPM responsively and avoid audio artifacts took trial/error
 - Lack of visual folder size in Google Drive nearly caused sync confusion (solved via app)
 - Managing scene transitions without awkward visual jumps required fade/pause tuning
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What I Learned

- Binding and unbinding On Finished events in Level Sequence Players is essential for clean logic
 - Set Input Mode UI Only must always be reverted manually on level transition to regain input
 - Metasound is extremely flexible but requires careful pitch/delay tuning to simulate tempo
 - It's helpful to prototype logic in Blueprint first, then optimize later if needed
 - Using placeholder content early allowed me to test narrative flow before asset polish
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Next Steps (Milestone 2+)

- Add visual polish and VFX to support typing mechanics
- Implement placeholder for driving/spaceship segment or puzzle
- Improve cinematic transitions and music layering
- Refactor code to better separate logic per act
- Introduce input remapping and accessibility support (font size, audio cues)
- Begin playtesting to collect emotional and pacing feedback