

Task Log – Milestone 2

Project Title: *Echoes of the Observer*

Developer: Danila

Milestone: 2 – Game Systems and Aesthetics

Period: July 14 – August 1, 2025

Hours Logged: 119h

Date	Task Description	Tools Used
July 14	Split levels into persistent and sublevels for Montreal and Space; organized level streaming structure	UE5, World Partition
July 15	Implemented collision volumes for walkable areas; resolved player spawn alignment issues	UE5, Collision Tools
July 16	Created Niagara fog volumes for Montreal → Space transition; optimized camera blending	UE5, Niagara, Sequencer
July 17	Configured BP_LevelStreamer; automated load/unload of sublevels through Sequencer events	Blueprint, Sequencer
July 18	Debugged Niagara opacity parameter; linked to material scalar parameter for cinematic fog transitions	Niagara, Material Editor
July 21	Adjusted volumetric cloud positioning and distance; tuned noise for natural layering	UE5, Volumetric Clouds
July 22	Built Niagara fog shell for planet atmosphere; experimented with bounds and render distance culling	Niagara, UE5 Console
July 23	Assembled “Memory Scene” prototype with emissive character and flickering light setup	Sequencer, Blueprint
July 24	Added Jacques Cartier Bridge environment with traffic generator from Hillside; custom red/blue lights	UE5, Sequencer

July 25	Integrated building view and Biosphere sequences; refined camera paths for cinematic flow	UE5, Sequencer
July 28	Grouped lights and meshes using empty actors for visibility control; refined Sequencer workflows	Blueprint, Physics
July 29	Implemented player death system with ragdoll and physics-based impulse detection	UE5, Blueprint
July 30	Added main menu level with Play/Exit; connected game flow from menu to cinematic sequence	Sequencer, Blueprint
July 31	Linked StJaque2 master sequence with 3 sub-sequences and transition to Mission 1 level	UE5, Sequencer
Aug 1	Polished cinematic visuals (traffic, lights, fog); tested game loop with character spawn at Mission 1	Blueprint, Sequencer