Task Log – Milestone 3

Project Title: *Echoes of the Observer*
Developer: Danila Sergienko
Milestone: 3 – Final Polish and Submission Preparation
Period: August 4 – August 26, 2025
Hours Logged: *226h*

Date	Task Description	Tools Used
Aug 4	Wrote opening mission subtitles & hint system (widget + timed reveals). Hooked into overlap triggers; added "E to interact" prompts for lift/boat.	UMG, Blueprint, Sequencer
Aug 5	Fixed "dark when PIE" issue: added **Set Manual Camera Fade** on BeginPlay, standardized exposure; verified no unintended sequencer fades.	Level BP, PlayerCameraManager, Sequencer
Aug 6	Cleaned Sequencer bindings: switched spawned player to **possessable** level actor for reliability; used **Set Binding by Tag** only where needed.	Sequencer, Level BP
Aug 7	Rebuilt speedometer material to remove cross/line artifacts; set UI textures to **UserInterface2D (RGBA) + NoMipmaps**; added tri-blend (Blue/Green/Red) with SmoothStep thresholds.	Material Editor, Textures
Aug 8	Footstep system finalized; added jump "Hoops" SFX. Verified with **au.debug.sounds** and animation debug to ensure correct sequence names.	Anim Notifies, Audio, Console
Aug 11	Prototyped **BP_AmbienceDirector** (MetaSound). Added two params (RiverGain, TreesGain)	Blueprint, MetaSound
Aug 12	Placed **Audio Gameplay Volumes** (AGV) for water belts; implemented distance-to-zone weighting via **GetClosestPointOnCollision** and **FInterpTo** smoothing; printed live weights for tuning.	AGV, Blueprint, Debug

Aug 13	Lift audio: attached looped **MS_LiftGoes** to elevator; FadeIn on move start, FadeOut+Stop on end; ensured **Auto Activate Off** then **Play** on trigger.	Audio Component, Blueprint
Aug 14	Biosphere encounter: built trigger, camera cut, and dialogue sequence (8–10 sec). Authored and timed subtitles; locked input during scene.	Sequencer, UMG, Input
Aug 18	Habitat finale: assembled red beacon trigger; space fly-out sequence; tuned Niagara/fog bounds and cloud layer visibility for clean handoff.	Sequencer, Niagara, Volumetric Clouds
Aug 19	Packaging prep: **Iterative Cooking ON**, **Cook Only Maps** list set (MainMenu, Intro, Mission_1, UpToSpace-Clouds, Mission_2, Memory). Enabled Pixel Streaming plugin.	Project Settings
Aug 20	First full cook; resolved missing refs; reduced cook set via "Directories to never cook"; verified maps load order and default map → MainMenu.	Packaging, Content Audit
Aug 21	Smoke test packaged build (`-log`), validated transitions and audio. Pixel Streaming dry-run on localhost; opened firewall for 80/8888.	Packaged EXE, Signalling Server
Aug 25	Audio polish: balanced Trees/River weights (0.15–0.85 clamp), normalized levels, and added curve-based fades for scene changes.	MetaSound, Blueprint
Aug 26	Final pass: menu polish, objective copy, screenshots, README; verified cook; prepared submission bundle and presentation deck.	UMG, Packaging, Docs