

# Task Log – Milestone 1

**Project Title:** *Echoes of the Observer*

**Developer:** Danila

**Milestone:** 1 – Foundation and Core Prototype

**Period:** June 23 – July 11, 2025

**Hours Logged:** 120h

Date	Task Description	Tools Used
June 23	Project setup in UE5; created base level and empty sequences	Unreal Engine 5
June 24	Drafted concept pitch, GDD outline, and core idea planning	Obsidian, Markdown
June 25	Imported Cassini and Habitat sample projects for asset testing	Unreal Engine 5
June 26	Built first playable sequence (Act I placeholder), implemented 3rd person control	UE5, Blueprint
June 27	Added "Find Key" logic, platform activation event	Blueprint, Sequencer
June 28	Created main menu UI, added "Start Game" + "Exit" buttons	UMG, Blueprint
June 29	Implemented level transition logic from menu to game	UE5, OpenLevel node
June 30	Connected final cinematic to return to menu	Level Blueprint
July 1	Began Metasound typing logic: one word, pitch-based acceleration	Metasound, Blueprint
July 2	Created typing speedometer with visual feedback	Blueprint, Widget Logic
July 3	Placeholder Act III sequence and camera blackout	Sequencer, UE5
July 4	Finalized Act IV cinematic logic and fade to main menu	Sequencer, Blueprint

July 5–10	Bug fixes, cleanup, internal testing, documented full loop	All tools
July 11	Uploaded demo, prepared milestone package, wrote GDD, task log, reflection log	Git, Markdown, Screenrec