Project tasks List

Completed:

Week 1:

Narrative ideas 2 Hours

Mechanics 2 Hours 30 Mins

Research 3 Hours

Find a suitable narrative 6 Hours

Note Taking 30 mins

Week 2:

Puzzle Ideas 4 Hours

Floor Plan of house 4 Hours

Narrative Research 4 hours

Week 3:

Further narrative research and design 4 Hours

Create or Find Modular House assets 4 Hours

Research Similar Style Horror Games 4 Hours

Week 4:

Implement Modular House Assets According to floor plan 4 Hours

Find a source for 3D models 2 Hours

Research animation in unreal 2 Hours

Add rudimentary furniture for scale and atmosphere 4 Hours

Week 5:

Add lighting 4 Hours

Source further 3D assets for decoration 4 Hours

Add flickering light 1 Hour

Research “cut scenes” in unreal 3 Hours

Week 6:

Finish researching matinee in unreal 2 Hours

Padlock System 2 Hours

Door Mechanic with animation and text 2 Hours

Figure Out GitHub 2 Hours

Fix Lighting issue with modular house assets 4 Hours

Week 7:

Finish researching matinee for cut scenes 2 Hours

Sounds need to be sourced for the game 2 Hours

Padlock System fixing and improving 2 Hours

Create matinee for opening cutscene 2 Hours

Week 8:

Sounds need to be sourced for the game 2 Hours

Compare the current road map of the game alongside actual events 4 Hours

Create/Implement ideas from roadmap (prototypes) 4 Hours

Finish Door mechanic and add a locking mechanic 2 Hours

Week 9:

Figure out a way to record screen for presentation 2 Hours

Find a 3D model of a girl/ a programme that can do it 4 Hours

Animate the girl 2 Hours

Implement girl and add triggers for the player 2 Hours

Find and add sounds for the demo presentation 2 Hours

Week 10:

Create decals for the walls 2 Hours

Implement decals to appear and disappear when needed (blueprints) 2 Hours

Create and practice presentation 3 Hours

Polish demo 1 Hour

Rethink narrative (presentation notes) 4 Hours

XMAS BREAK FOR 3 WEEKS:

Casual narrative research during Xmas period 12 Hours

Week 11:

Start creating a more fantasy like narrative based narrative less based on actual events 4 Hours

Add grass and foliage outside the house 2 Hours

Research “creepy pastas” 2 Hours

Research “suspense bubbles” and focus on the players experience 2 Hours

Week 12:

Create 3D model for your character instead of using the default unreal model 2 Hours

Figure out and implement mirror/glass reflections 4 Hours

Change door knocks to make them sound more realistic (change sounds and delay) 2 Hours

Week 13:

Create more puzzle/interaction ideas for the player 4 Hours

Look through the game and note down potential suspense bubble ideas 4 Hours

Fix the missing 3D assets issue 4 Hours (many assets missing such as lamps and picture frames)

Week 14:

Tweak current game and layout to fit new narrative (changing the order of locked doors and items/puzzles 4 Hours

Prototype puzzle ideas 6 Hours

Fix decal issue 2 Hours

Week 15:

Implement new narrative structure 4 Hours

Create path outside around back of house to lead player 2 Hours

Add lighting and models outside 2 Hours

Create memorabilia to spread through the game to allude to the real story 4 Hours

Backlog:

Footstep sounds

Decal texture needs to be fixed

Key model needs to be fixed

Picture frame model needs to be fixed

Lamp lighting needs to be adjusted

TV flicker needs to be made to look more realistic

Sounds need to be implemented

Cupboards need to be animated to open and close

Smaller objects such as books and decoration need to be implemented

Moon lighting needs to be fixed

Trees need to be added around house

Title screen needs to be added

Broken glass model and sound need to be sourced and added for the player to stand on (jump scare)