

Tasks				Status Key	Errors			
Script	Functionality	Status	Name	Committed + Done	Done	Task	Reason	Status
Camera (PhotoTaker) [4]	Aim Camera	W		Committed + Done	Done	Zoom in and out	fov not reset when exiting camera	
	Take Photos			In Progress				
	Save Photos			Error/Redo				
	Detect Animals in Photos							
	Zoom in and Out							
Scene Manager [5]	Load Specific Scene	W		Name Key		Shaelin	S	
	Reload Scene			Shaelin	S			
	Quit Application			Chase	C			
				Will	W			
Save/Load [6]	Save player Transform	W				Shaelin	S	
	Save Photos							
	Save Journal							
	Load Player Transform							
	Load Photos							
	Load Journal							
Animal Area [7]		S				Shaelin	S	
	Hide Animals							
	Show Animals							
	Get Player Dist to animal Areas							
Animal [8]		W				Shaelin	S	
UI Manager		W				Shaelin	S	
	Hide Panel							
	Show Panel							
	Pause Game							
	Unpause Game							

Tasks [9]			
Animal	Behaviors	Status	Name
Deer [10]	Wander Eat Flee		
Wood Pecker [11]	Peck Idle		
Pheasant [12]	Wander Eat Flee		
Peregrine Falcon [13]	Fly Wander		

Status Key	
Committed + Done	
Done	
In Progress	
Error/Redo	

Name Key	
Shaelin	S
Chase	C
Will	W

Errors		
Task	Reason	Status

Tasks [14]		
Sound	Completion Status	Name
Wood Pecker Pecking		
Outdoor ambiences		
Music		
Grass Step		
Dirt Step		
Leaves rustle		

Status Key	
Committed + Done	
Implemented	
Imported	
Error/Redo	

Name Key	
Shaelin	S
Chase	C
Will	W

Errors		
Task	Reason	Status

Models	Modeled	Textured	Rigged	Animated	Exported
Animals					
Bald Eagle	W	W			
Peregrine Falcon	W	W	W		
Red headed wood Pecker	W	W	W	W	
Black Ratsnake	W	W	W		
River Otter	W	W			
Pheasants	W	W	W		
Rabbit					
White tailed deer	W	W	W		
Canadian Goose	W	W			
Turtle	W	W			
Plants					
Elder Berry					
American Larch					
Oak tree					
Birch Tree					
Grass					
Pine Tree					
Other/Props					
Rocks					
Fence Post					
Camera	W				
Arms	W	W	W		

Status Key	
Committed + Imported	
Done	
In Progress	
Error/Redo	

Name Key	
Shaelin	S
Chase	C
Will	W

Errors		
Task	Reason	Status
Wood Pecker	Fix Feet	
Ratsnake	Add more bones	

Tasks			Status Key	Errors		
Task	Completion Status	Name		Task	Reason	Status
Main Menu bg			Committed + Done			
New Game			Done			
Continue game			In Progress			
Settings button			Error/Redo			
Credits button						
quit button						
Home button						
general background						
journal bg						
journal font						
menus font						
camera icon w/ control						
journal icon w/ control						

Name Key	
Shaelin	S
Katie	K
Will	W

Tasks		
Task	Completion Status	Name
Sketched		
Blocked Out		
Trees Placed		
Grass		
Props Placed		
Rocks Placed		
SkyBox		
Animals + Animal Zone		
Water Shader		

Status Key	
Committed + Done	
Done	
In Progress	
Error/Redo	

Name Key	
Shaelin	SB
Chase	CC
Will	WI

Errors		
Task	Reason	Status

Tasks				Status Key	Errors			
Task	Mini Task	Completion Status	Name			Task	Reason	Status
Main Menu [15]			W	Committed + Done				
	Play Game		W	Done				
	Settings Button		W	In Progress				
	Credits Button		W	Error/Redo				
	Quit		W					
Game Screen [16]				Name Key				
	Journal		S	Shaelin	S			
	Camera Overlay		W	Chase	C			
	Pause Screen			Will	W			
Settings [17]								
	Music Slider							
	SFX Slider							
	Back Button		W					
Credits [18]								
	Back Button		W					
Pause Screen [19]								
	Continue							
	Settings button							
	Credits							
	Save and Quit [20]							
Play Panel								
	Continue Game		W					
	New Game		W					
	Back Button		W					

Date	Changes [22]	Name
3/20	Committed photo taker changes; can now detect what animal you took a picture of; animal checks if you successfully took a picture of it	Will
3/20/25	Added Change log section to the sheet	Will
3/21/25	worked on animal areas script; basically done	Will
3/21/25	rerigged and weight painted deer model	Will
3/22/25	Rigged pheasant and snake, will redo snake	Will
3/22/25	finished and made prefab of animal area	Will
3/27/25	Finally Finshed the saving and loading System	Will

[1] The goal is 12 of these

[2] These are all subject to change. Please feel free to change them, because at least for the ones I did, there was little though put in.

[3] List out (in order) the tasks the player needs to do during the tutorial

[4] Its called photo taker because the word "camera" can be confusing in the engine. This is attached to the player (probably should have put it on the main camera but too late) it represents the players photo taker. It takes images compares it with the journal and saves them. You can zoom the camera and that's all

[5] Holds a few methods that help change scenes. attach to some sort of manager object

[6] Handles all of the saving and loading of the game should be run once at the start of the game save. Please please please look up how to do this. Specifically converting to json. I do not want all of our data written in text files.

Also. We will not be using player prefs. At the scale we are doing (and with images) its too costly

[7] Each type of animal will be grouped in an area on the map. This represents all of these animals of a type. This will hold a list of all the animals, then check how close the player is. Accordingly it will hide or show the animals (This is for performance purposes so we don't have every single animal rendered on the map) DO NOT destroy and respawn the animals. use Set Active.

[8] The animal Script is attached to an animal in the scene. When you take a picture of an animal it checks this script for the name. If you add anything to this write it down and change the status and comment here what its for

[9] This will be a lot of work. So its better to have less functionality. (Maybe don't make things eat) Fleeing and smart behavior like that is annoying so maybe find work arounds like the birds

[10] The deer will wander eat food and flee if the player is too close use vectors to make it avoid stuff

[11] The wood pecker will spawn on a tree and peck occasionally. It will not flee at it will be too far from the player

[12] Like the deer

[13] The falcon will wander in the sky in circles or other patterns

[14] This is for all the sounds and music in the game. IF you use anything from the internet cite it on the sources page. If it is not cited there when it is the game and you can not find the original again we will have to replace it

[15] This will Be a Scene

[16] This will be a scene but all the things in it will be panels

[17] This Will not be another scene this will be an overlay. Because when they go into the settings from the main game, we dont want to switch scenes or it wont save

[18] This should be a panel

[19] This will be a panel

[20] Goes back to the main menu

[21] Use this page to keep track of any stuff we use. Assets, tutorials, information etc.

[22] Write down changes that have been Committed or changes made to this document