

List of Animals [1]	List of Flora		KeyBind* [2]	Action	Script Located		Tutorial Tasks [3]
white tailed deer			j	open journal	journal manager		
common pheasant			right click	pull up camera	picture taker		
peregrine falcon			p	take photo	picture taker		
woodpecker			q	zoom in camera	picture taker		
black rat snake			e	zoom out camera	picture taker		
river otter			m	Save	Load World		
Canadian Goose			l	load save	Load World		
rabbit			n	reload main scene	Load World		
turtle							
Bald eagle							





Tasks [14]				Status Key		Errors		
Sound	Completion Status	Name		Committed + Done		Task	Reason	Status
Wood Pecker Pecking				Implemented				
Outdoor ambiences				Imported				
Music				Error/Redo				
Grass Step								
Dirt Step				Name Key				
Leaves russle								
				Shaelin	S			
				Chase	C			
				Will	W			





Tasks			Status Key		Errors		
Task	Completion Status	Name	Committed + Done		Task	Reason	Status
Sketched			Done				
Blocked Out			In Progress				
Trees Placed			Error/Redo				
Grass							
Props Placed							
Rocks Placed							
SkyBox							
Animals + Animal Zone							
Water Shader							
			Name Key				
			Shaelin				
			Chase				
			Will				

Tasks				Status Key		Errors		
Task	Mini Task	Completion Status	Name	Committed + Done		Task	Reason	Status
Main Menu [15]			W	Done				
	Play Game		W	In Progress				
	Settings Button		W	Error/Redo				
	Credits Button		W					
	Quit		W					
Game Screen [16]				Name Key				
	Journal		S	Shaelin				
	Camera Overlay		W	Chase				
	Pause Screen			Will				
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					



Source [21]	Info	Copyright Info (yellow = needs to be acknowledged)
<a href="https://www.youtube.com/watch?v=8LrTtfZedOk">https://www.youtube.com/watch?v=8LrTtfZedOk</a>	Unity Photo Tutorial	
<a href="https://www.red3d.com/cwr/steer/gdc99/">https://www.red3d.com/cwr/steer/gdc99/</a>	Steering Behaviors	
Unity Slider in 4 Minutes - [Unity Tutorial]	Audio Slider	
<a href="#">How to Add MUSIC and SOUND EFFECTS to a Game in Unity</a>	Music and Sound Effects	
<a href="#">Unity AUDIO MIXER Tutorial</a>	Syncing up music and sfx to audio mixer	
<a href="#">Uncover the Simple Trick to KEEP Music Playing Between Scenes!</a>	making sound continue between scenes	
<a href="https://freestylized.com/">https://freestylized.com/</a>	ground textures	
<b>Sounds</b>		
<a href="https://www.nps.gov/subjects/sound/sounds-dawnchorus_bryce.htm">https://www.nps.gov/subjects/sound/sounds-dawnchorus_bryce.htm</a>	Bird Ambience	<a href="https://www.nps.gov/aboutus/publications.htm">https://www.nps.gov/aboutus/publications.htm</a>
<a href="https://www.nps.gov/subjects/sound/sounds-hermit-thrush.htm">https://www.nps.gov/subjects/sound/sounds-hermit-thrush.htm</a>	hermit thrush	<a href="https://www.nps.gov/aboutus/publications.htm">https://www.nps.gov/aboutus/publications.htm</a>
<a href="https://www.nps.gov/subjects/sound/sounds-bald-eagle.htm">https://www.nps.gov/subjects/sound/sounds-bald-eagle.htm</a>	bald eagle	<a href="https://www.nps.gov/aboutus/publications.htm">https://www.nps.gov/aboutus/publications.htm</a>
<a href="https://www.nps.gov/subjects/sound/sounds-canada-geese.htm">https://www.nps.gov/subjects/sound/sounds-canada-geese.htm</a>	canada geese	<a href="https://www.nps.gov/aboutus/publications.htm">https://www.nps.gov/aboutus/publications.htm</a>
<a href="https://www.nps.gov/subjects/sound/sounds-american-robin.htm">https://www.nps.gov/subjects/sound/sounds-american-robin.htm</a>	american robin	<a href="https://www.nps.gov/aboutus/publications.htm">https://www.nps.gov/aboutus/publications.htm</a>
<a href="https://www.nps.gov/subjects/sound/sounds-stellers-jay.htm">https://www.nps.gov/subjects/sound/sounds-stellers-jay.htm</a>	stellers jay	<a href="https://www.nps.gov/aboutus/publications.htm">https://www.nps.gov/aboutus/publications.htm</a>
<a href="https://www.nps.gov/subjects/sound/sounds-yellow-rumped-warbler.htm">https://www.nps.gov/subjects/sound/sounds-yellow-rumped-warbler.htm</a>	yellow rumped warbler	<a href="https://www.nps.gov/aboutus/publications.htm">https://www.nps.gov/aboutus/publications.htm</a>
<a href="https://www.nps.gov/subjects/sound/sounds-white-crowned-sparrow.htm">https://www.nps.gov/subjects/sound/sounds-white-crowned-sparrow.htm</a>	white crowned sparrow	<a href="https://www.nps.gov/aboutus/publications.htm">https://www.nps.gov/aboutus/publications.htm</a>
<a href="https://www.nps.gov/subjects/sound/sounds-stream.htm">https://www.nps.gov/subjects/sound/sounds-stream.htm</a>	stream	<a href="https://www.nps.gov/aboutus/publications.htm">https://www.nps.gov/aboutus/publications.htm</a>
<a href="https://www.nps.gov/subjects/sound/sounds-cricket.htm">https://www.nps.gov/subjects/sound/sounds-cricket.htm</a>	crickets	<a href="https://www.nps.gov/aboutus/publications.htm">https://www.nps.gov/aboutus/publications.htm</a>
<a href="https://www.nps.gov/subjects/sound/sounds-grasshopper.htm">https://www.nps.gov/subjects/sound/sounds-grasshopper.htm</a>	grasshopper	<a href="https://www.nps.gov/aboutus/publications.htm">https://www.nps.gov/aboutus/publications.htm</a>
<a href="https://www.nps.gov/subjects/sound/sounds-squirrel.htm">https://www.nps.gov/subjects/sound/sounds-squirrel.htm</a>	squirrel	<a href="https://www.nps.gov/aboutus/publications.htm">https://www.nps.gov/aboutus/publications.htm</a>
<a href="https://freesound.org/people/InspectorJ/sounds/418737/">https://freesound.org/people/InspectorJ/sounds/418737/</a>	woodpecker	"Woodpecker, Distant, B.wav" by InspectorJ (www.jshaw.co.uk) of <a href="https://freesound.org">Freesound.org</a>
<a href="https://freesound.org/people/LolaMoore/sounds/768427/">https://freesound.org/people/LolaMoore/sounds/768427/</a>	music	<a href="https://freesound.org/people/LolaMoore/sounds/768427/">https://freesound.org/people/LolaMoore/sounds/768427/</a>

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 Finished 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 thought 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 dont 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 form 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 apanel

[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