

This week we continued building the bounding boxes for our second 16 bit style level. This should be completed by next week. It is not taking us as long to create them now that we have experience in doing so, but the second level is much larger so more of them need to be created. We continued working with Yuka, but were unable to render a satisfactory pathing solution with it. Because of this, we have developed an alternative solution based on an earlier idea of having the monster warp behind the player periodically. We will work on implementing this soon.

At the beginning of the week, we were working with implementing collisions and navmesh with blender in hopes of avoiding hardcoding the bounding boxes. Using navmesh did not go very well because it isn't implemented in the latest version, so we tried to revert back to an older version to no prevail. To get around this, we read online that people have used collisions along with tweaking the boolean margin to implement the collision aspect in threejs. We followed the instructions and stuck a sample cube in the game to see if it held those collision attributes and it didnt work. It is not a complete throwaway, as we might revisit it when we learn more, but for right now, we need collisions in any way we can get them. On the model side of things, we inserted the dressers into the map and got them looking nice and in sync with the rest of the house map. The maze is basically finished other than we have to put a plane as a floor (we were waiting to do this until we knew the properties of the walls were correct.) and that should only take a few seconds. It is good to go as is, but we do plan on placing lights somewhere in there to give it a different look and feel.