

This weekend, we continued adding bounding boxes for the second level. This is almost completed at this point and should be finalized by next week. We also have been discussing different strategies for implementing the warp mechanic for the monster, and working on adding randomized spawn locations for the collectible skulls (bounded randomness from an array of possible spawn points).

We also worked on both models. On the house model, we decided to rearrange the dressers to give them a more natural look, and we sized and placed the doors for every doorway. The next thing we're going to work on with the doors is texturing the doorways. While we were placing the doors, we realized that some of the doorways were not only not textured, but had been grouped with other objects, causing them to have random bits of texture here and there. It should be a simple fix in theory, but with Blender it never really turns out that way. The next major thing we did to the house was board up all of the windows. We created one plank of wood, used SHIFT+D to copy it multiple times, and resized/rotated it for each window to make it look like it was boarded up hastily and in a rush.

This was more time consuming than difficult, but the end result was worth it in my opinion. For the maze, we basically started over (for the second time) to track the texturing issue down to its roots and fix it. To make it easier on ourselves, we decided to take the outline of the old maze and use the loop cut tool on a hollow cube to trace each wall of the maze and then extrude it upwards to form the wall. We thought that approaching it this way instead of using subdivise would have fixed our problem and at first, the texturing was still messed up. To fix this, we tried UV unwrapping with the lightmap pack option which pack each faces UV's into the UV bounds and that seemed to fix the issue. The next thing we did for the maze map was create an old rustic looking wall-mounted lamp that you would usually find in some industrial setting. To do this, we stretched and formed a cone shape to make it more shallow and wide, inset the bottom face and deleted it to for the inside of the lamp, formed the lightbulb from a sphere and cylinder, and then created a mounting arm with cylinders and spheres to give it a more rounded look. We then textured the lightbulb with a dark moldy looking yellow to make it look sort of nasty, and then a rusty dark metal for the body of the lamp.

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