

This week, we finalized bounding boxes for the second level. We also have been discussing various quick ways to implement warping for the monster, including the additional idea of having him go invisible if he intersects with a boundingbox, so that the player will never see him clip through walls. We continued working on randomizing skull locations.

We also worked on placing the street lamps in the maze model, but ran into a big issue. We had originally planned to fill each corridor with equally spaced lamps, but after we had basically finished it, we realized that the file size was way too large. To fix this, we simply deleted the street lamps and restarted, making sure we didn't make the same mistake. We figured that the best way to do this was to add the street lamps into the middle of the maze, in the park area. That way, it keeps an ominous feel to the rest of the maze and gives the player a feeling of safe harbor when they reach the middle. In doing this, we realized that we needed to add more to the middle area to make it seem like an actual place instead of just a random opening in the maze, so we designed some benches to put there. To make the benches, we used the loop cut tool to make all of my cutoff measurements, and then the extrude and move tool for the shape of the bench.