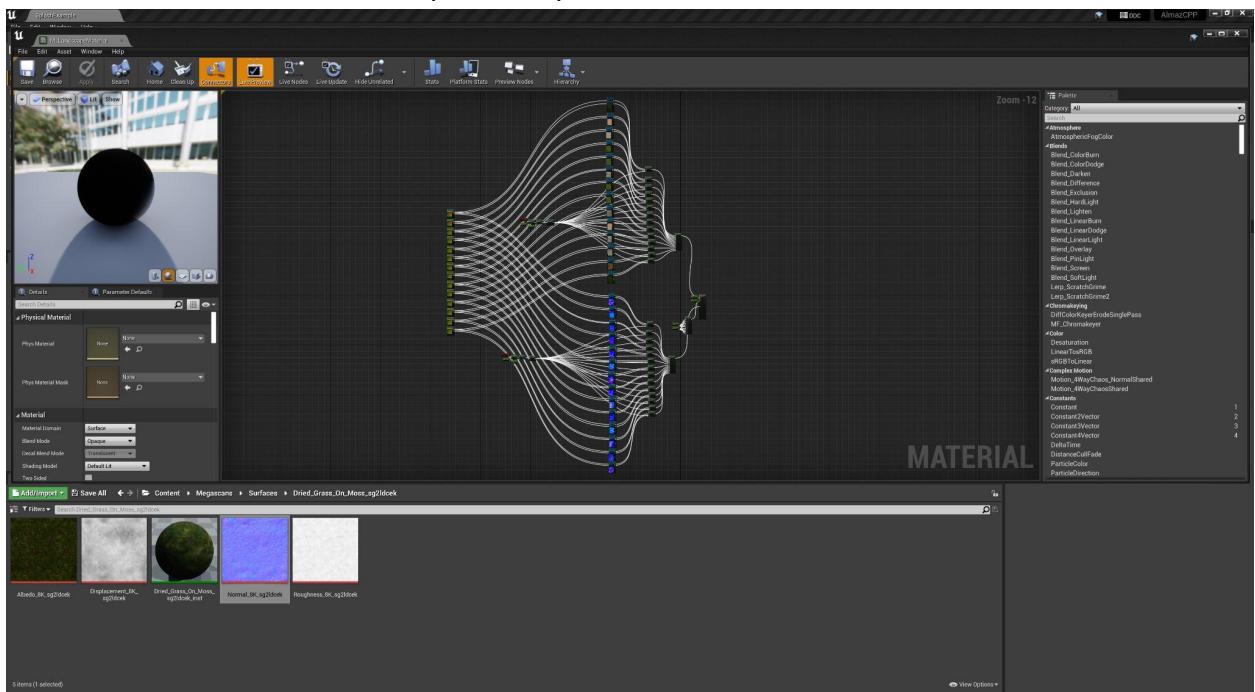


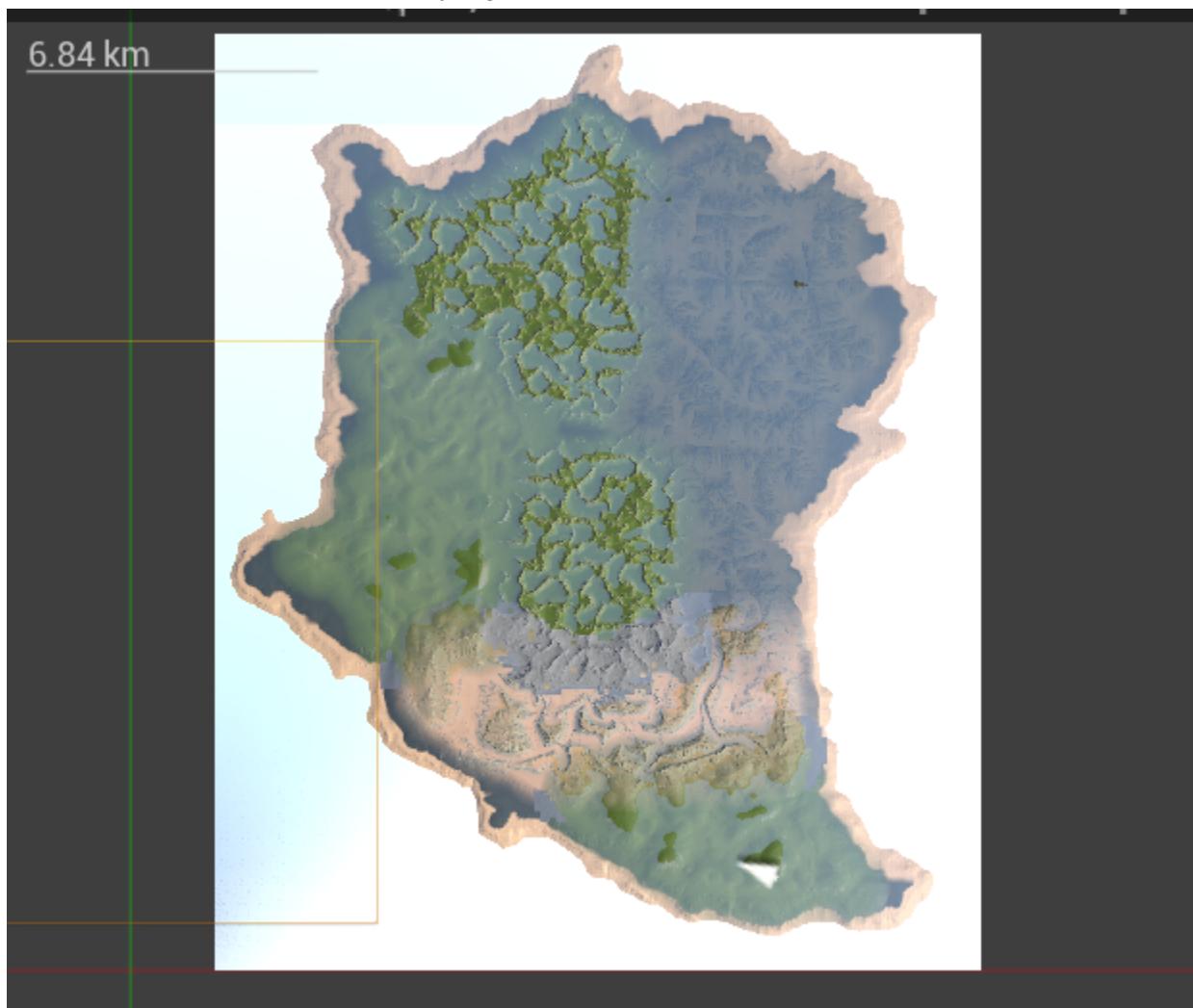
For this Milestone I'm just keeping a diary of what I have been doing. I am fully diving into creating my map. I think that there is plenty of time to finish the map and add some functional bits as well. I have found a way around paying for a height map creator and I should be good to make a fairly large map with no cost. A problem I have found is that I am running out of hard drive space on my C drive because of the size of all of the materials that I am downloading.



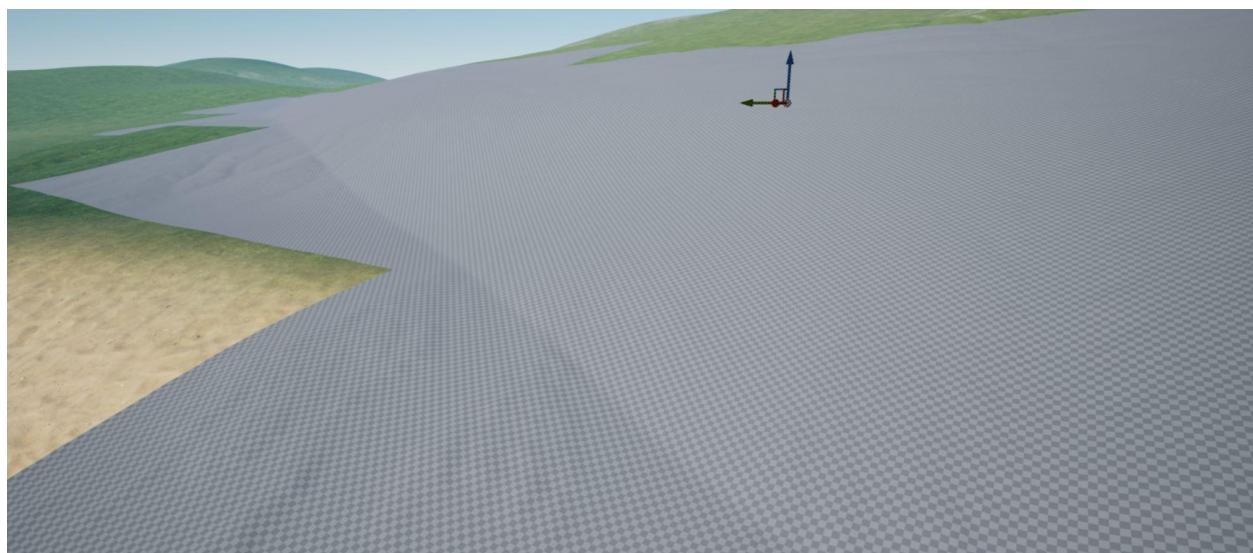
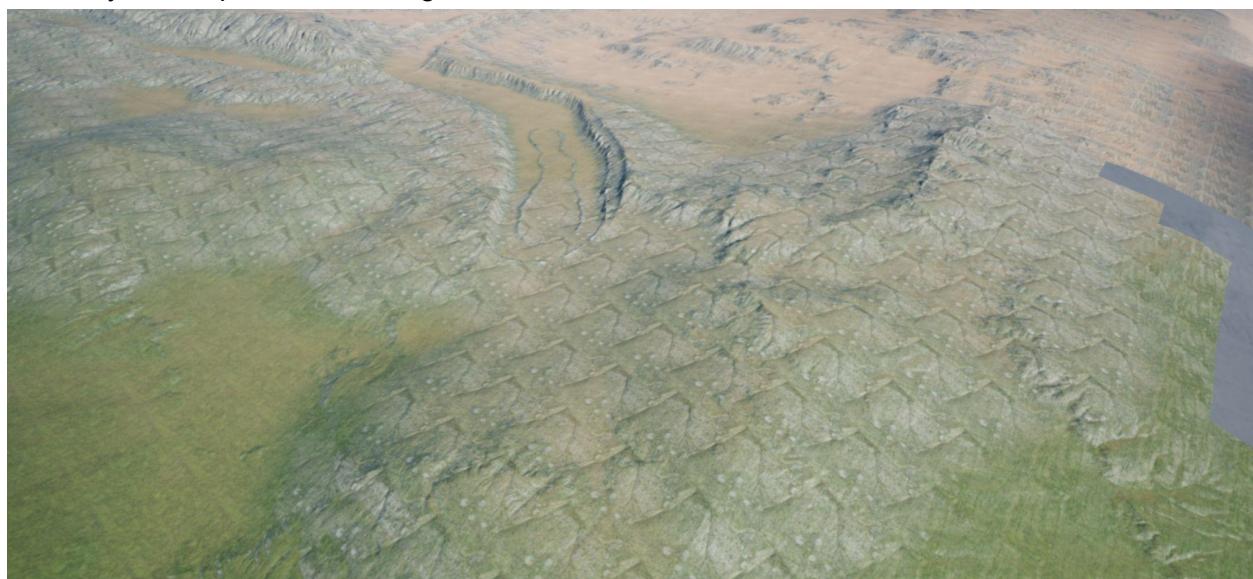
The auto material for the landscape is complete:



The mini map of the entire world. Grey chunks are bits that the auto material messed up on. The area is solid and it should feel pretty big once there are trees and rocks.



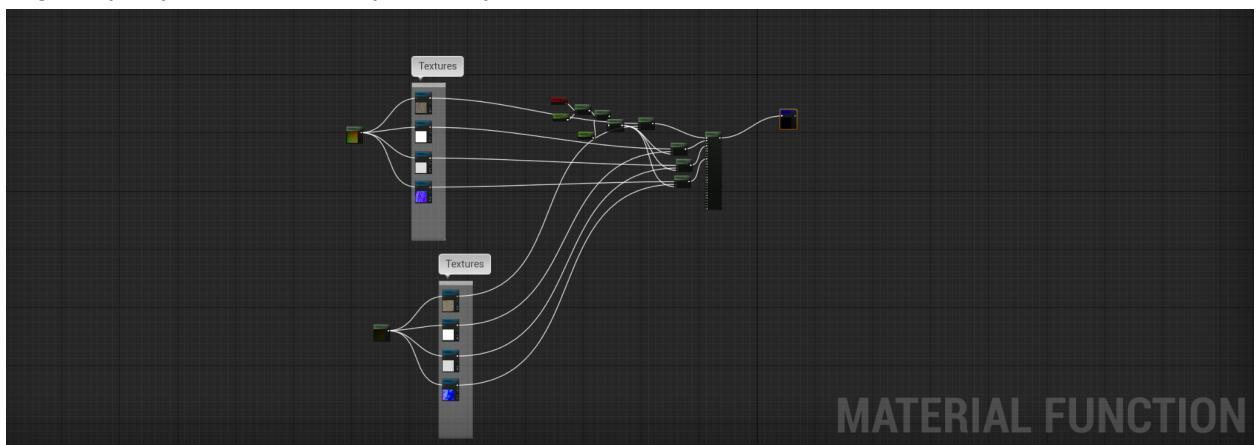
Currently the map has awful tiling.



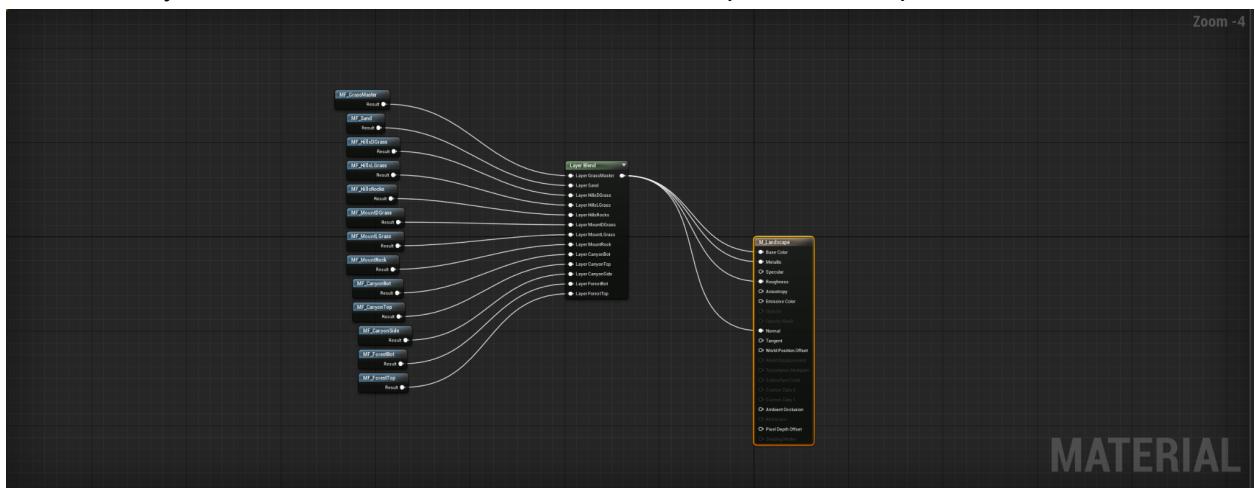
Ocean with waves looks pretty awesome.



Unreal crashed and I lost my materials. I rebuilt them with functions which seems to be the way to go anyways. I will now only load my map in chunks to avoid another crash.



It reduces my master material down to a much less complicated set up.



Added procedural grass to the hills - 5 types



Added weather, clouds, seasons, and night/day cycle! Very excited about this. There's capability for snow, rain, northern lights, lightning, the clouds are volumetric. It already has a working sound. This is a game changer.







Still to do:

Basic Landscape stuff:

- Procedural trees
- Procedural cacti and bushes for desert
- Cleanup of textures where the texture script messed up
- De-tiling for rock textures
- Make everything reactive to player movement
- Wind?

Next level:

- City building
- Animals
- Sound
- Character?
- HUD, start screen

1. Specify how your timeline has changed. Include your old timeline and your new timeline if changed. Be as specific as you can be with your timeline.
 - Timeline is the same. I think that I'm starting to get a hang of Unreal and it seems like a lot of the slowdowns I'm having are just me waiting for my computer to process things. I am hoping to tackle the landscape next week and get as much added as possible and then hit the next level stuff the week after that.
2. Include achievement components, social components, and immersion components of your game.
 - That is the next level stuff. Hopefully I can get all of that done. It seems like that stuff will be a lot easier than the landscape from what I've seen with my research.
3. Discuss the skills required in your game
 - Really not a lot of skill involved with what I'm planning to have completed by finals week. It'll be a pretty casual game. Just exploring the world and enjoying the views.
4. What the goals are of the game (how will the players know what the goals are)
 - At the very least I'll try to add an achievement system for exploring the map like oh hey you've found "this special thing" and then mark it on your minimap.
5. What is the constant feedback that your game provides to the players?

- Hopefully interactivity with the environment.
6. How does your game make players less self-absorbed?
 - The world is huge and will hopefully feel limitless when everything in the landscape is added.