

Assignment 7 Check-in

Completed Tasks:

- Basic Level Design (complete)
 - Basic layout of the game has been setup with the starting area, puzzle rooms, doors, hub, and side rooms (still have to work out how many more puzzles I want to add and what kind of puzzles they are going to be)
- Atmosphere (complete/ongoing)
 - For the most part I have the look of the game that I want with a lot of textures, materials, and assets that I can work with and play around
 - Must choose out which assets stay and which ones to cut out from the game when finalizing the game
- Puzzle ideas (complete/ongoing)
 - Mechanic for keys and locked doors is mostly implemented (complete)
 - Still working on pressure plate system to work properly with triggers (in-progress)
 - Creating secret entrances that can lead to bonus areas (complete)
- Android character (complete)
 - Found a nice robot mesh and texture from the asset store that will work perfectly for the game
 - Came with some animations but may modify to them to make them look different (in-progress)
 - Created the controller for the android so the player can move around the map and jump on objects
- Camera and character controls (completed)
 - Both first person and third-person cameras implemented (complete)
 - May tweak to make it move and feel better

Incomplete Tasks:

- Creator
 - Still can't find a suitable model that will fit the game, so they are being represented with placeholder art (very minor)
 - Basic pathing for the creators can't be finalized until the entire map, along with environmental objects and traps, is finished (very minor)

Unexpected Tasks:

- Looking through the Unity Asset Store for assets

- Took longer than expected to find suitable assets, such as textures, materials, and meshes, for the game as there are a lot to choose from
- Point System
 - Played around with the idea of having pickups scattered around the map for the player to collect to open up other areas
- Texturing and adding in environmental objects to the main level
- Playing around with the lighting

Progress:



