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CMPM 121

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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:





