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The skills learned in the tutorial from this week taught us how to create the outline and primary structure of our game levels. We were shown how to create static mesh based objects using the modeling tools, and then how to further mould the objects into shapes that will fit into the level we are designing. Using the inset and extrude tools, we are shown how to create structures such as buildings.

I will use these tools as the primary strategy for creating the initial level structure and environmental details of my final rapid-prototype. I have already begun work on it, and am already using these modeling tools to create the structures that will be used to create the initial shape of all building structures in my game. I used the tools we learned in this week's tutorial to create static mesh templates, including two different windowed walls, one that a player can climb through, with customized collision, and another with a smaller window that does not allow the player to climb through, as well as an updated door frame, and an updated wall. I also used the modeling tools to create two different static meshes that make up the ventilation system that the player will be able to crawl / navigate through. One is a straight tube, the second has a drop down hole / can be used for turns. Spending time using these tools pushed me to explore further past what we were initially shown, and this led to me learning how to implement collision with non-basic meshes, and how to properly generate poly-meshes so that I can use poly-edit with my custom static mesh implementations.

As far as the section of the guide that shows us a puzzle example like throwing the box over the wall, I ended up implementing a working key / locked door system. The system can be used for more than just a key / door, but interacting with the key picks it up, adding it to your character. When you then press the interact button on the specific door that the key was paired to, the door will allow you to open it. This will be part of the primary story line of my prototype, and will be how the player can get past various traps.