Edward Johnson

This week we followed the provided tutorials, and they taught us how to create buttons that are pressure operated by the player character or an environment object with physics. We were shown how to then link those buttons to the operations of a door or other object within the game environment. Then, we were shown how to further pair specific environmental objects with physics to specific buttons, only allowing the button and any other paired objects to operate when the correct physics object is placed on the button. When an incorrect object is placed onto the button, it will not trigger, and the door / other object would not operate.

　　As to how I would like to implement the skills that we learned this week, there are two primary ways I plan to add these tools into my game environment. The first way would be through the operation of a deactivation button. This deactivation button will be paired with either a defensive turret, a security camera, or perhaps both. The player will need to pick up a key object and use it / place it onto the deactivation button in order to stop the turret or camera from causing the player to be caught or harmed. Perhaps this object could be picked up off of (or near) a sleeping guard that the player needs to crouch and sneak up behind.

　　The second implementation will be similar to the first in how the player will acquire the object to be used. In this circumstance, the object / key will be used to operate a locked door. This will likely be tied to the main objective, and will for instance, disable the laser tripwire beams that are surrounding the objective object. In order to complete the level, the players will need to grab the object, unlock the secure room door, and deactivate the objective traps.

Ideally, I would like to implement a new object that is an item pickup for the player character instead of an environmental object that the player needs to hold in their hands and place. This would be for the keycard at least. I could still implement the physics object related mechanic to trigger a door that requires multiple "guards" standing on the pressure pads in order to open the next door.