	A	В	С	D	E	F	G	Н	1			
1					Traceability Matr	rix						
2	Prototype Title:	Purr-loin	urr-loin									
_	Scone	is game is a third-person stealth / sneaking game. The player must use their skills as a cat-burglar to sneak past guard dogs and gather valuables as they work to complete their mission. The player will have a primary objective (level-based), a secondary objective (to escape), and a bonus objective (to gather additional valuables of the player must use their skills as a cat-burglar to sneak past guard dogs and gather valuables of the player will have a primary objective (level-based), a secondary objective (to escape), and a bonus objective (to gather additional valuables of the player will have a primary objective (level-based), a secondary objective (to escape), and a bonus objective (to gather additional valuables of the player will have a primary objective (level-based), a secondary objective (to escape), and a bonus objective (to gather additional valuables of the player will have a primary objective (level-based), a secondary objective (to escape), and a bonus objective (to gather additional valuables of the player will have a primary objective (level-based), a secondary objective (to escape), and a bonus objective (to gather additional valuables of the player will have a primary objective (level-based), a secondary objective (to escape), and a bonus objective (to escape) objective (to escape).										
0	эсоре.	This game is a time person secure	as game is a time-person scenary sneaking game. The player must use their skins as a carburgian to sheak past guard dogs and gather additional validables to the player will have a primary objective (to escape), and a bonus objective (to gather additional validables to the player will have a primary objective (to escape), and a bonus objective (to gather additional validables to the player will have a primary objective (to escape), and a bonus objective (to gather additional validables to the player will have a primary objective (to escape), and a bonus objective (to gather additional validables to the player will have a primary objective (to escape), and a bonus objective (to gather additional validables to the player will have a primary objective (to escape), and a bonus objective (to gather additional validables to the player will have a primary objective (to escape), and a bonus objective (to gather additional validables to the player will have a primary objective (to escape), and a bonus objective (to gather additional validables to the player will have a primary objective (to escape), and a bonus objective (to gather additional validables to the player will have a primary objective (to escape), and a bonus objective (to escape).									
3												
1	Bitbucket Repository Link:	https://bithuskat.org/johnson.aro	ena-c3-2024/johnson_arena/src/main/									
5	Class	Functionality	Implementation Description	Program	Begin Phase	Complete Phase	Assigned to	Completed? Y/N	Notes			
6	Example: Player Character	Example: Movement	Example: Utilize WASD input keys to control player speed and direction.	Example: Unreal Engine 5	Example: Pre-alpha	Example: Alpha	Example: Self	Example: Yes	Example: Movement is completed, but inputs need to be added to project settings.			
7	Player Character	Movement	Utilize WASD input keys to control player speed and direction.	Unreal Engine 5.4.0, Git,	Alpha	Alpha	E. Johnson,	Yes	Base movement is implemented (WASD), additional inputs may be needed			
8	Player Character	Pick-up Items	Utilize E input key to interact / pick up objects.	Unreal Engine 5.4.0, Git,	Alpha	Alpha	E. Johnson,	Yes	Input is implemented and items can be interacted with / taken. Appropriate tracking of items and associated player state is updated when an item is taken.			
9	Player Character	Item scoring	Implement the scoring for bonus item pickups	Unreal Engine 5.4.0, Git,	Alpha	Alpha	E. Johnson,	Yes	Base system implemented, GUI implemented and tracks / updates value. Valuables added of 3 varieties. Objective items, 10 points, and 50 points.			
10	Player Character	Hide interaction	Utilize tab input key to hide the player behind an object / terrain.	Unreal Engine 5.4.0, Git,	Alpha	Alpha	E. Johnson,	Yes	Implemented fully, Hold crouch while in the marked spaces to trigger the hiding state for the player			
11	Player Character	Model	Base model selection and implementation for the player character	Unreal Engine 5.4.0, Git,	Beta	Beta	E. Johnson,	No	Not yet implemented/placeholder used, will be in Beta+. Ran out of time for this development cycle.			
12	Player Character	Animations	Implement animations for the player model for the various interactions	Unreal Engine 5.4.0, Git,	Beta	Beta	E. Johnson,	No	Not yet implemented/placeholder used, will be in Beta+. Ran out of time for this development cycle.			
13	Player Character	Movement: Jump	Utilize the space bar to allow the player to jump over obstacles or traps such as laser detector beams	Unreal Engine 5.4.0, Git,	Alpha	Alpha	E. Johnson,	Yes	Jump movement is implemented and working. When the player presses space bar, their character will move vertically.			
14	Player Character	Movement: Crouch	Utilize the C / Control button to allow the player to crouch into smaller spaces.	Unreal Engine 5.4.0, Git,	Alpha	Beta	E. Johnson,	Yes	Implemented and working as intended. No animation is implemented, but the model will get smaller, and the action is executed			
15	Player Character	Trap interaction	The player will press F to interact with a trap, attempting to use their disarming skills (claw) to pick / disable the trap	Unreal Engine 5.4.0, Git,	Alpha	Alpha	E. Johnson,	Yes	This was implemented in the form of a central power switch that the player will need to find the key to turn off. Once it is deactivated all of the lasers will be deactivated, allowing the player to proceed to the next area of the level			
16												
17	Security Guard Dog: NPC	Movement	Implement patrol paths for controlling the range of a guard	Unreal Engine 5.4.0, Git,	Alpha	Alpha	E. Johnson,	Yes	Implemented / Working fully. There are around a dozen guards each with unique patrol paths.			
18	Security Guard Dog: NPC	Vision	Implement visual cues to show the distance that a guard can see the player from (i.e. flashlight beam)	Unreal Engine 5.4.0, Git,	Alpha	Alpha	E. Johnson,	Yes	Basic flashlight beam implemented to show overlap trigger /catch range.			
19	Security Guard Dog: NPC	Interactions	Implement the interaction with a player (Catching a player)	Unreal Engine 5.4.0, Git,	Alpha	Alpha	E. Johnson,	Yes	Catch system for patrol guards is implemented and working as intended. Correctly respects environment collision.			
20	Security Guard Dog: NPC	Model	Implement the model selection for the guard dog NPC	Unreal Engine 5.4.0, Git,	Beta	Beta	E. Johnson,	No	Not yet implemented/placeholder used, will be in Beta+. Ran out of time for this development cycle.			
21	Security Guard Dog: NPC	Animations	Model animations for the guard dog	Unreal Engine 5.4.0, Git,	Beta	Beta	E. Johnson,	No	Not yet implemented/placeholder used, will be in Beta+. Ran out of time for this development cycle.			
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	Security Camera: Game Obstacle / Trap	Object	Implement the object / class for security camera	Unreal Engine 5.4.0, Git,	Alpha	Alpha	E. Johnson,	Yes	Fully implemented and working as intended. It rotates on a timeline, moving its vision cone 45 degrees left, back to 0, then 45 degrees right, and back to 0.
	Security Camera: Game Obstacle / Trap	Vision	Implement visual cues to show the distance that a security camera can see the player from (i.e. tracking laser paired with overlap trigger area)	Unreal Engine 5.4.0, Git,	Alpha	Alpha	E. Johnson,	Yes	Implemented and working as intended. Respects collision with environment such as walls.
	Security Camera: Game Obstacle / Trap	Animations	Implement animations security camera	Unreal Engine 5.4.0, Git,	Beta	Beta	E. Johnson,	Yes	The camera model may be adjusted at a later date, but the camera correctly moves along the choreographed timeline.
26									
	Laser Beam Trip-wire: Game Obstacle / Trap	Object	Implement a laser beam trip fire that features a very tight overlap trigger that will cause alarms to be set off and the player to be found if they do not maneuver around it.	Unreal Engine 5.4.0, Git,	Alpha	Beta	E. Johnson,	Yes	Implemented and working as intended. All beams are tied to a central power switch. Touching a beam will cause the player to be sent back to spawn
1 28 1	Laser Beam Trip-wire: Game Obstacle / Trap	Animations	Implement animations / variations for any laser trip wires that have movement / alternative patterns.	Unreal Engine 5.4.0, Git,	Beta	Beta	E. Johnson,	No	Beams are implemented and working. Did not implement any traps that utilized moving beams. That feature was limited to the security cameras.
29									
30	Player Character	Level failure (Player character death / damage)	Implement the level failure mechanic that will be called whenever the player character triggers a trap or is caught by one of the other obstacles they may face	Unreal Engine 5.4.0, Git,	Alpha	Alpha	E. Johnson,	Yes	Implemented, tied to player health reaching 0.
31									
32	User interface: Score Value Widget	Graphical User Interface	Implement GUI valuable score tracker for player U.I.	Unreal Engine 5.4.0, Git,	Alpha	Beta	E. Johnson,	Yes	Implemented and working. Correctly increments score value on items of different values
33	User interface: Objective widget	Graphical User Interface	Implement GUI main objective tracker for player U.I.	Unreal Engine 5.4.0, Git,	Alpha	Beta	E. Johnson,	Yes	Implemented and working. Correctly records actions that would complete the listed objective
34	User interface: Objective widget	Graphical User Interface	Implement GUI secondary objective tracker for player U.I.	Unreal Engine 5.4.0, Git,	Alpha	Beta	E. Johnson,	Yes	Implemented and working. Correctly records actions that would complete the listed objective
35	User interface: Objective widget	Graphical User Interface	Implement GUI third objective tracker for player U.I.	Unreal Engine 5.4.0, Git,	Alpha	Beta	E. Johnson,	Yes	Implemented and working. Correctly records actions that would complete the listed objective
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39	Game mechanic	Level timer	Implement a timer for the level. The player will fail the level if the timer runs out before they have completed the main objective and reached the exit / escape point	Unreal Engine 5.4.0, Git,	Alpha	Alpha	E. Johnson,	Ne	Core-game feature, not yet implemented. High-priority
40	User interface: Hide Widget	GUI – is player hidden?	Implement player U.I. visibility / status tracker	Unreal Engine 5.4.0, Git,	Alpha	Beta	E. Johnson,	No	Not yet implemented, will be in Beta +