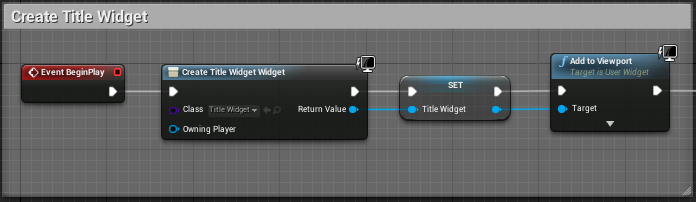
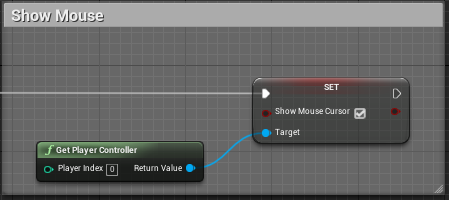
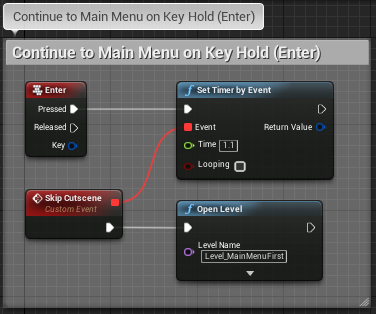
### **Level\_Title** : Level container for Title widget

**Description :** Default Level for Game Play. Empty scene overlaid with Title\_widget .Requires hold enter to continue.

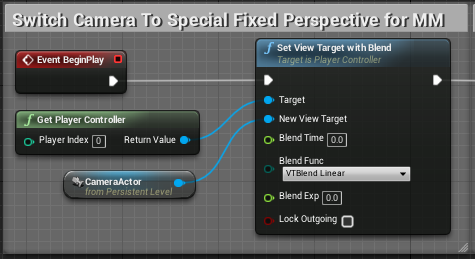
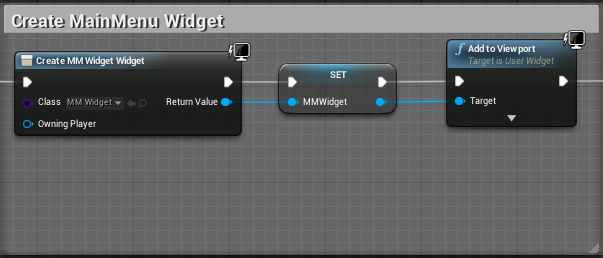
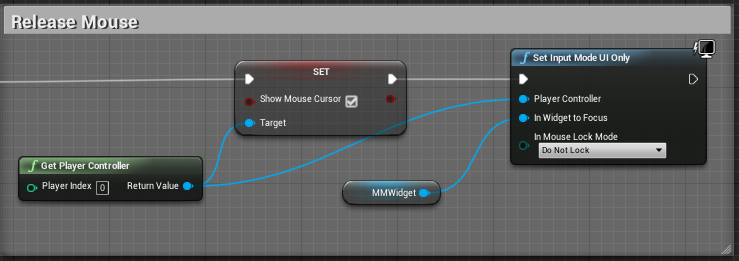
**Methods :**

1. Constructor :
   1. 
   2. Description : Create Widget, Promote to Variable (TitleWidget), Add to Viewport.
2. Show Mouse
   1. 
   2. Description : Make mouse cursor visible, clicking not enabled.
3. Destructor :
   1. 
   2. Description : When Enter key is held for 1.1 seconds, Custom Event “Skip Cutscene” is triggered, which opens the level Level\_MainMenuFirst

### **Level\_MainMenuFirst** : Level container for Main Menu scene

**Description :**  Main Menu scene, has fixed camera view, and overlaid with MainMenu\_widget.

**Methods :**

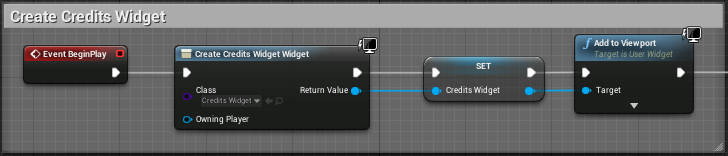
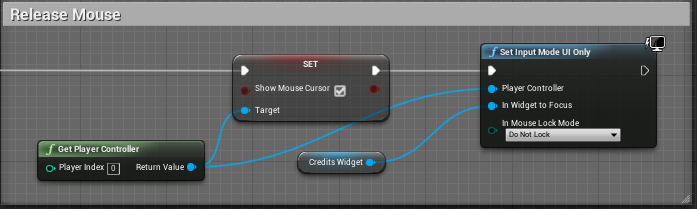
1. Constructor :
   1. 
   2. 
   3. Description : Set camera to custom Camera Actor, Create Widget, Promote to Variable (MMWidget), Add to Viewport.
2. Release Mouse
   1. 
   2. Description : Releases Mouse, Sets Input Mode to UI Only

### 

### **Level\_Credits** : Level container for Credits widget

**Description :**  Only accessible from Main Menu and Game Over State. Empty scene overlaid with Credits\_widget.

**Methods :**

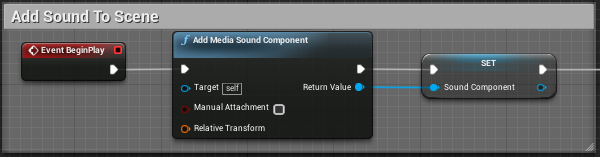
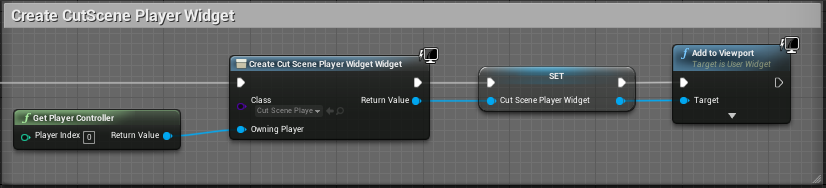
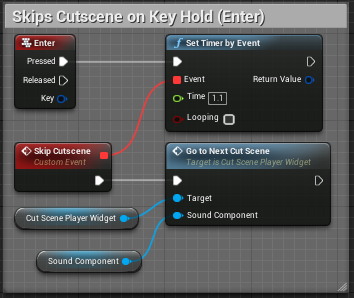
1. Constructor :
   1. 
   2. Description : Create Widget, Promote to Variable (CreditsWidget), Add to Viewport
2. Release Mouse
   1. 
   2. Description : Releases Mouse, Sets Input Mode to UI Only

### 

### **Level\_CutScenesFirst** : Level container for CutScene\_Player\_widget

**Description :**  Empty scene overlaid with CutScene\_Player\_widget.

**Methods :**

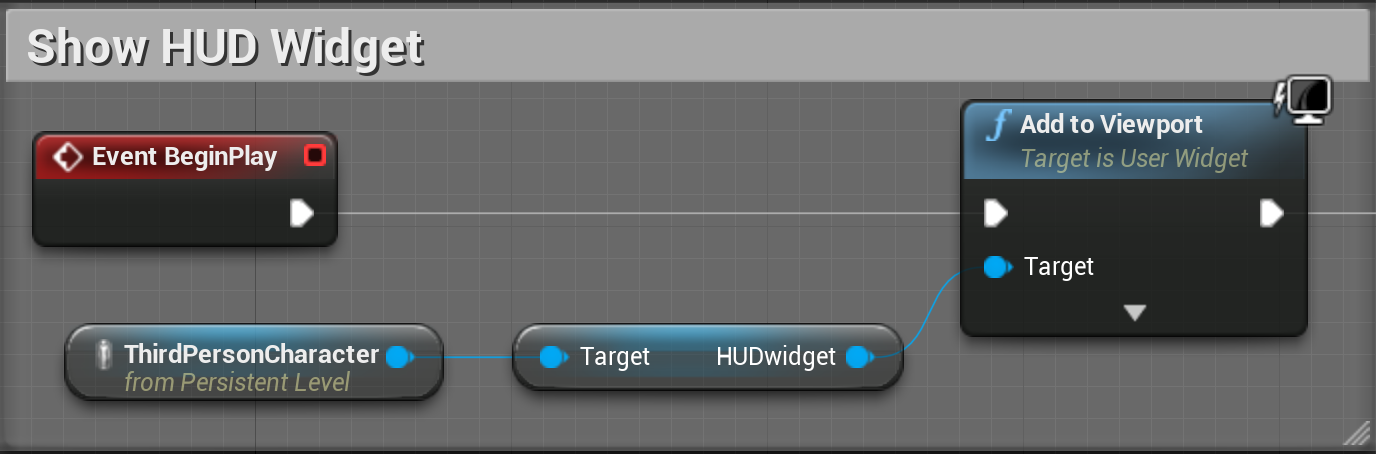
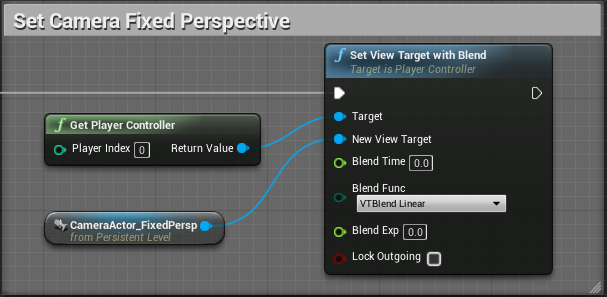
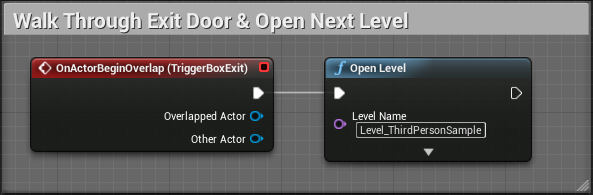
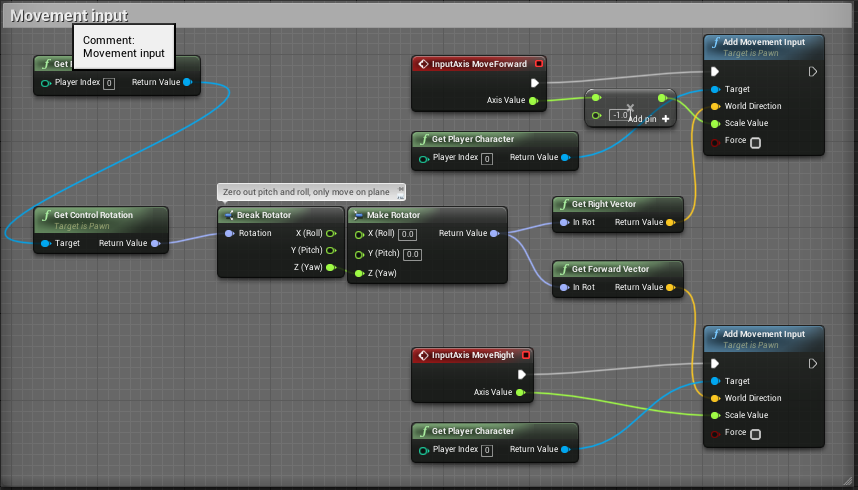
1. Add Sound
   1. 
   2. Add Media Sound Component for cutscene, Promote to Variable
2. Constructor :
   1. 
   2. Description : Create Widget, Promote to Variable CutScene\_Player\_Widget), Add to Viewport
3. Skip CutScene
   1. 
   2. Description : When Enter key is held for 1.1 seconds, Custom Event “Skip Cutscene” is triggered, which calls “Go to Next Cut Scene” function

### 

### **Level\_MapRoom** : Level for Map Image, At start of each tier of the temple

**Description :** Simple level design, front camera view only, movement from left to right. Door on right exits and triggers loading of next level

**Methods :**

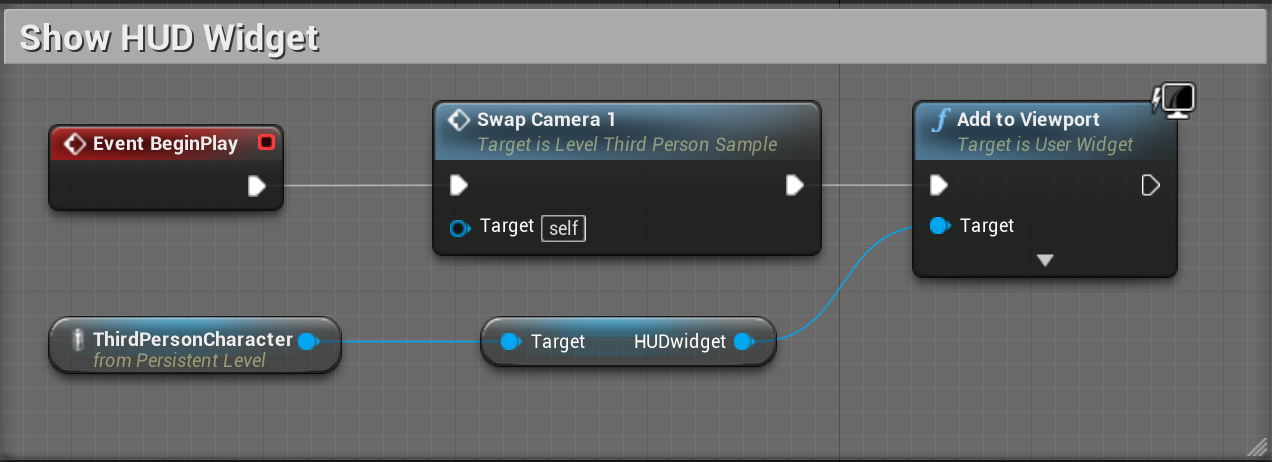
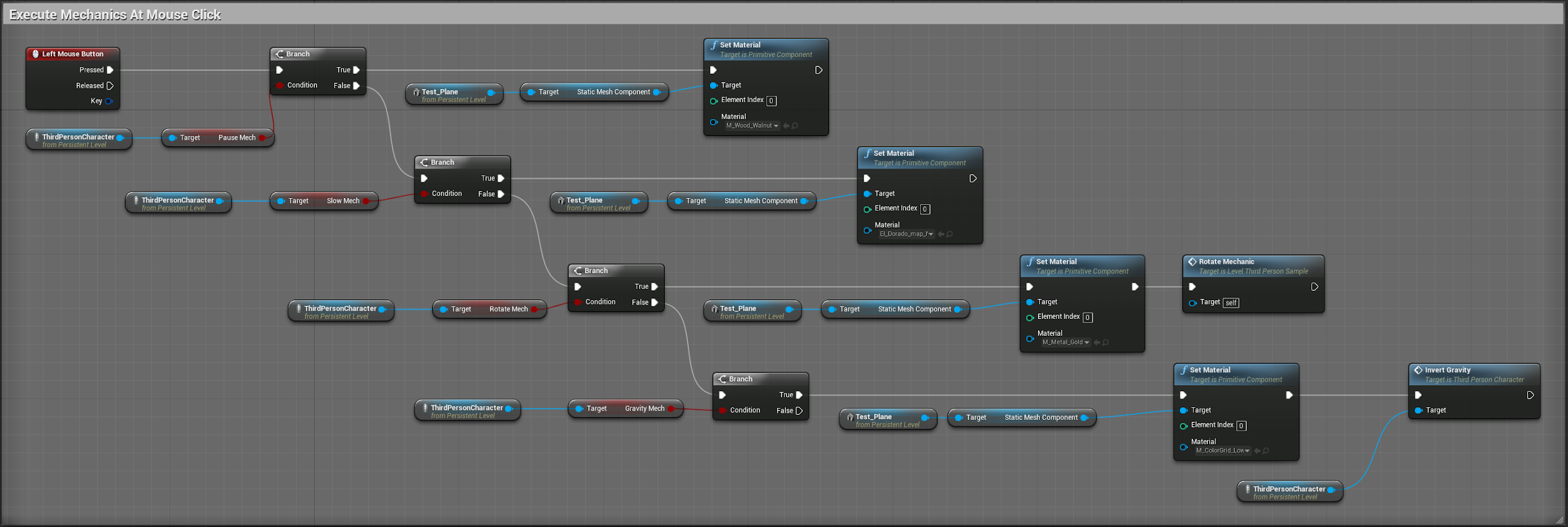
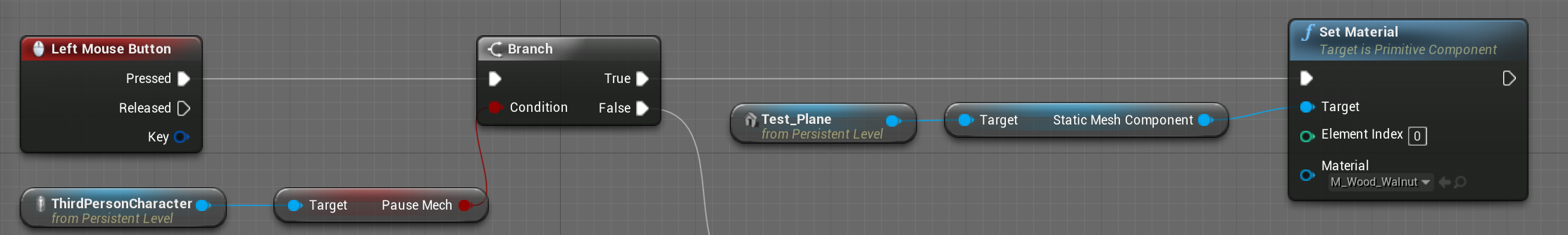
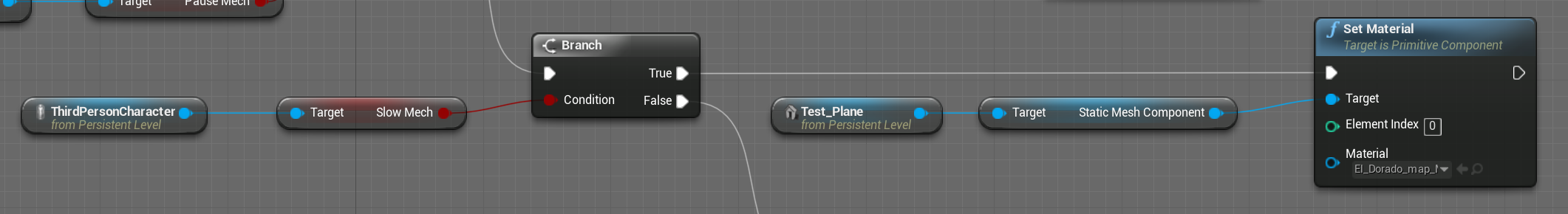
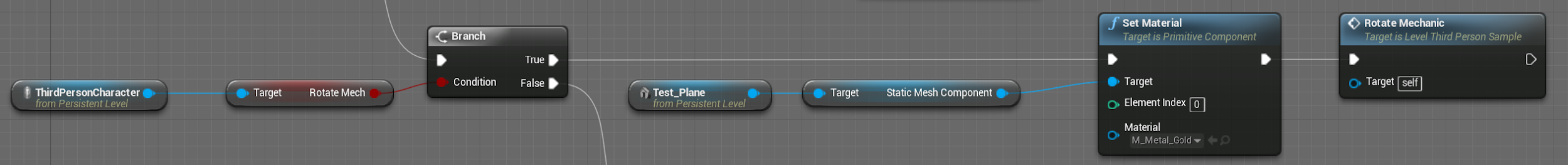
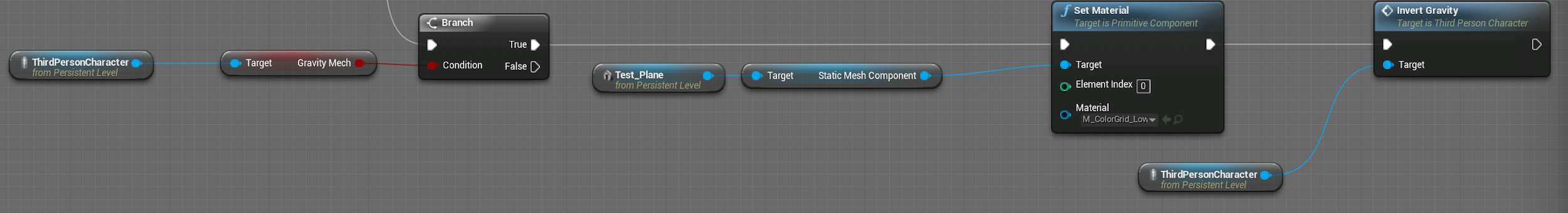
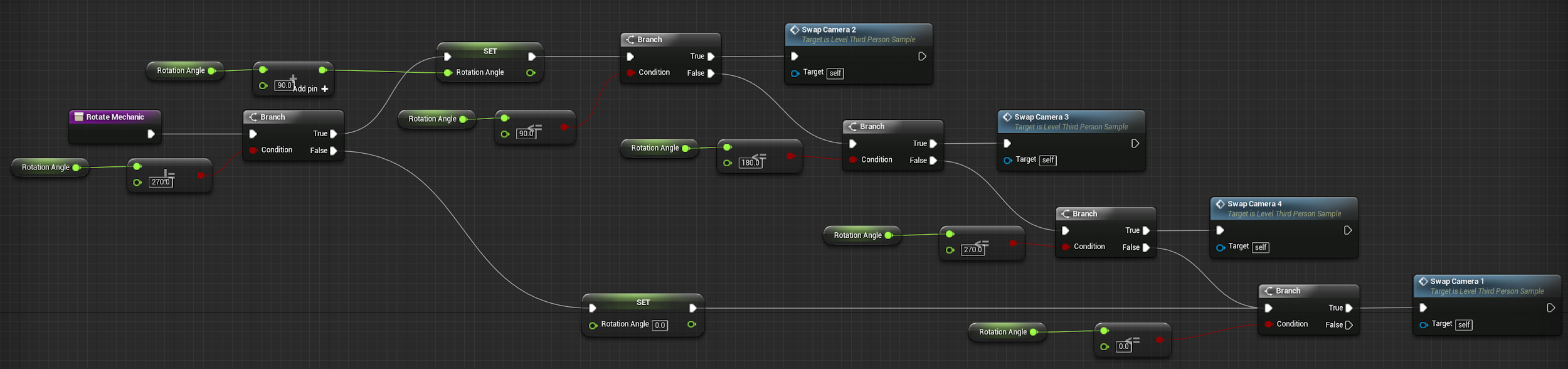
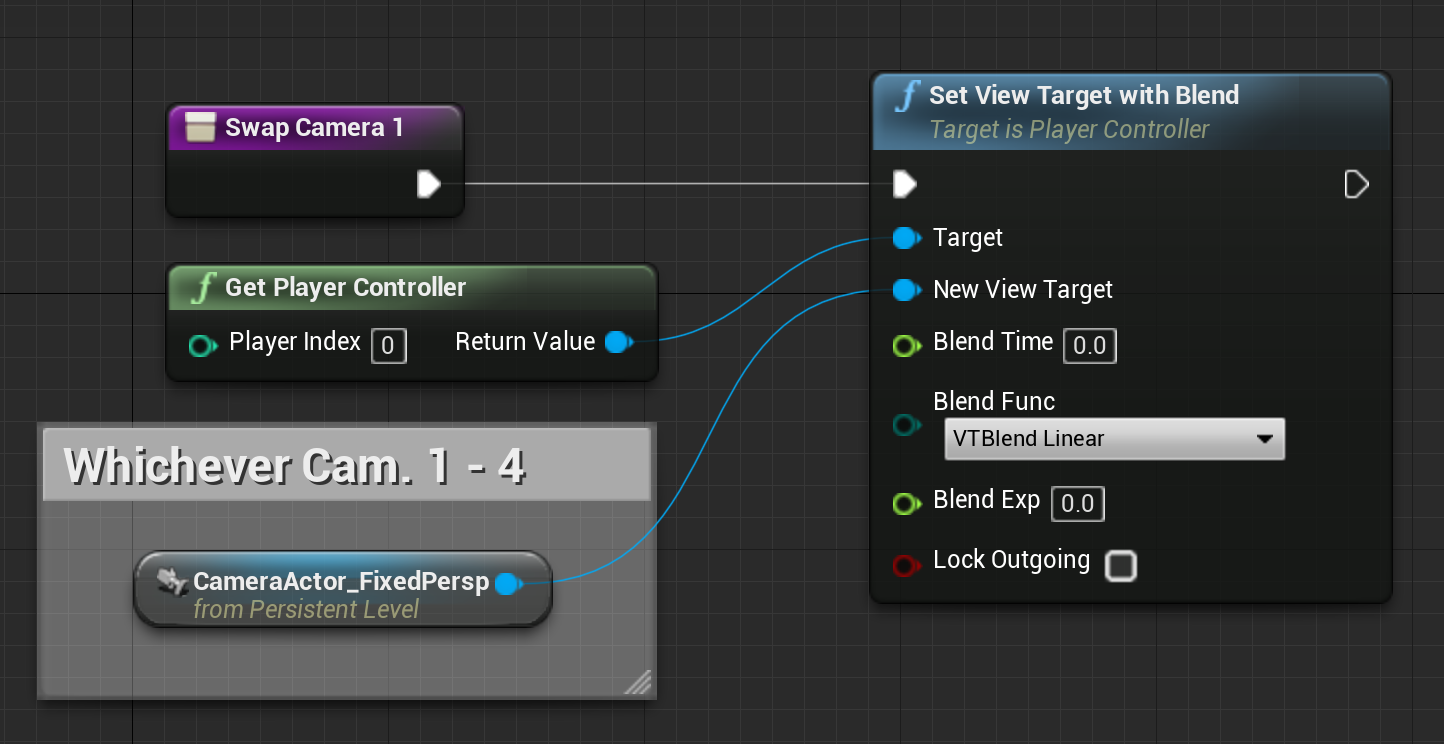
1. Constructor
   1. 
   2. Description : Show HUD Widget
2. Set Camera Perspective
   1. 
   2. Set camera to custom Camera Actor (Fixed Perspective)
3. Exit Level on Trigger Box Overlap
   1. 
   2. Description : When Player Character overlaps Trigger Box at exit door, open Level\_ThirdPersonSample
4. “Inverted” Movement Input
   1. 
   2. Description : Inverts default Player Controller movement to allow properly oriented left-to-right movement in Level\_MapRoom

### 

### **Level\_ThirdPersonSample** : Sample Level for Showcasing Mechanics

**Description :** Demonstrates functionality of gameplay mechanics for Prototype Demo

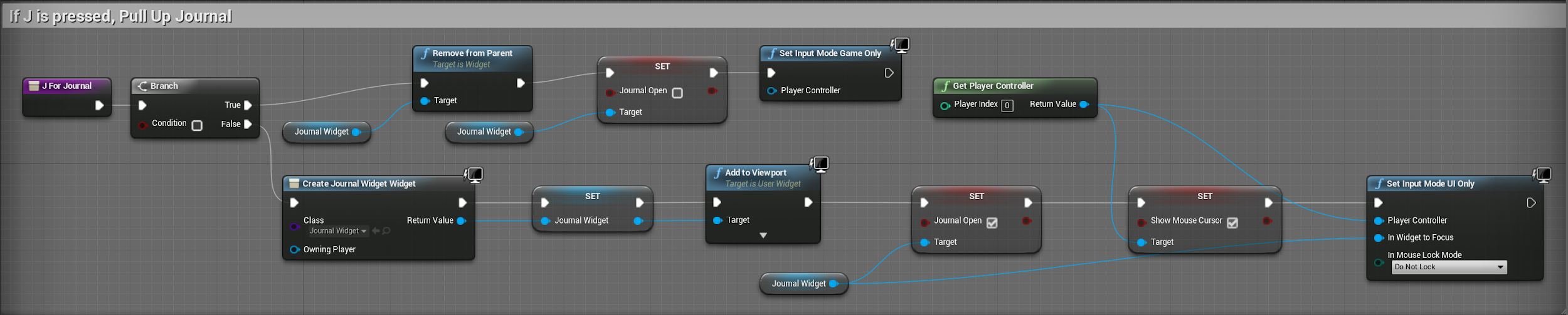
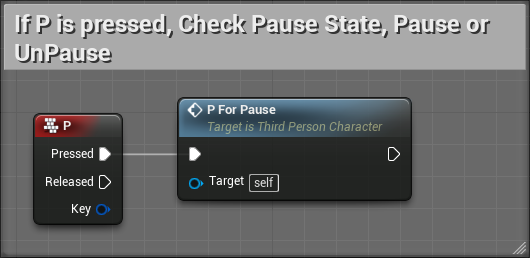
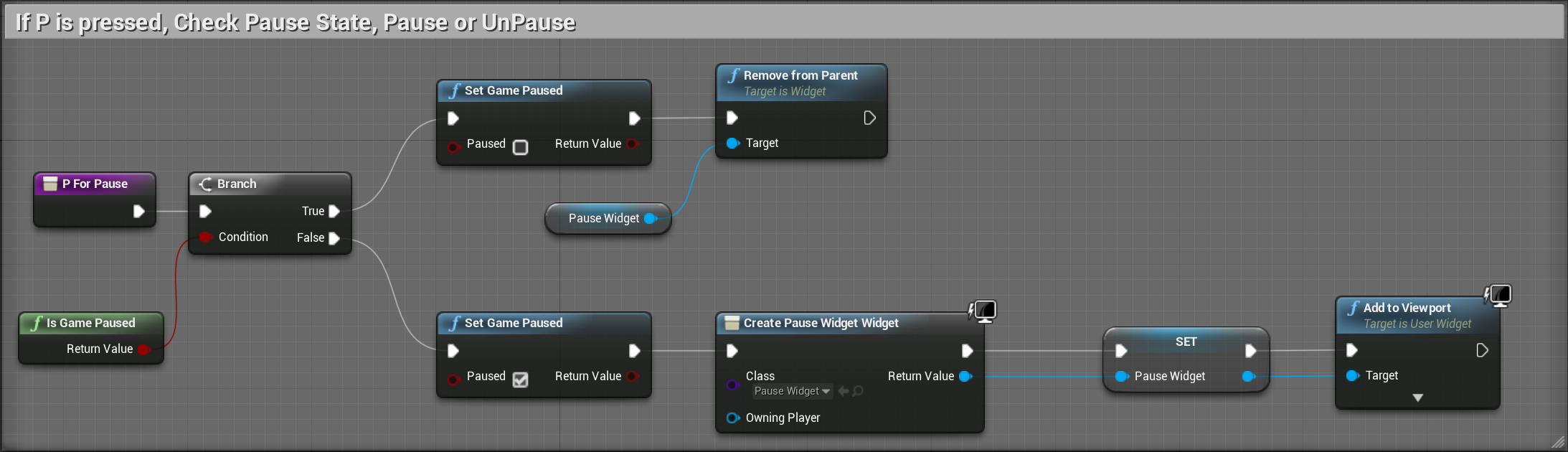
**Methods :**

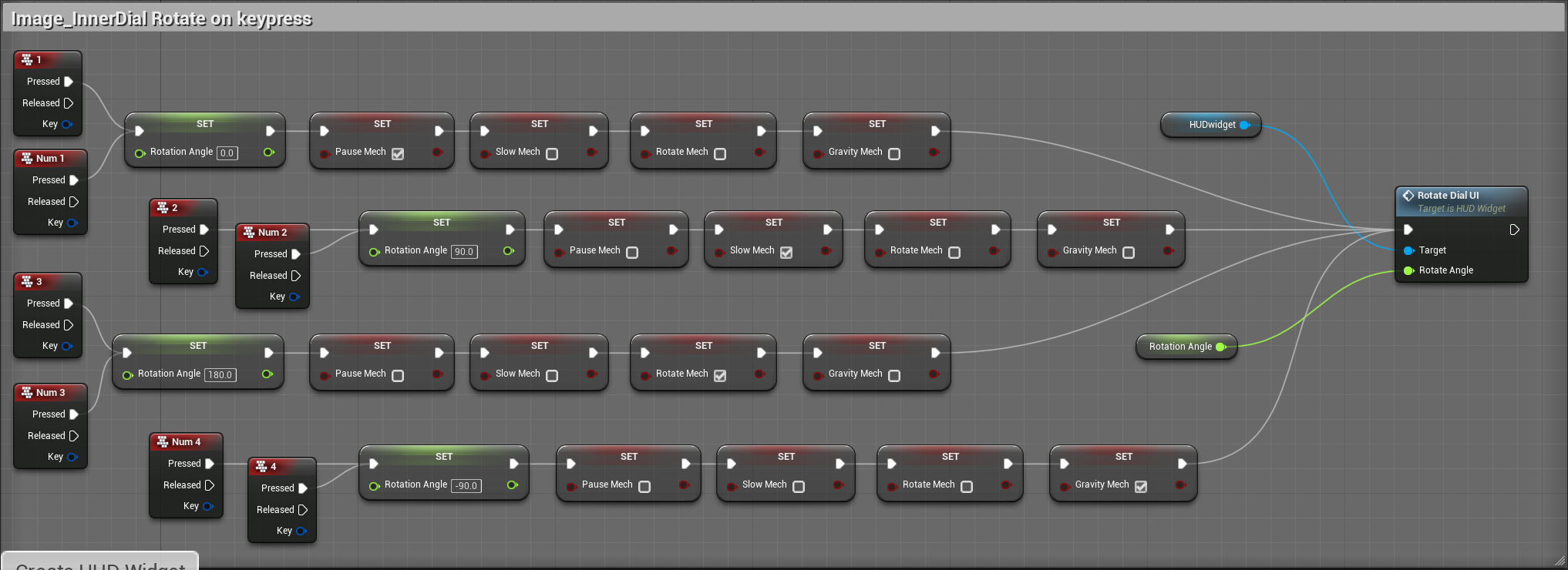
1. Constructor
   1. 
   2. Description : Shows HUD\_Widget
2. Execute Mechanics on Mouse Click
   1. 
   2. 
   3. 
   4. 
   5. 
3. *Function* : Rotate Mechanic
   1. 
   2. Description : Sequentially rotates between four cameras by calling SwapCamera function when Rotation Mechanic is selected (Keypress 3) and Left Mouse is clicked
4. *Functions :* Swap Camera 1 - 4
   1. 
   2. Description : Swap view to Specific Camera (CameraActor)

### **ThirdPersonCharacter** :

**Description :** Demonstrates functionality of gameplay mechanics for Prototype Demo

**Methods :**

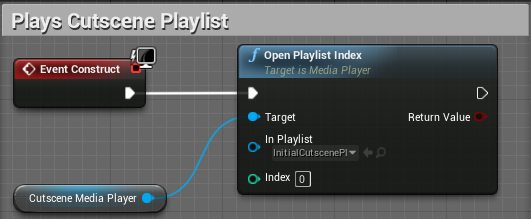
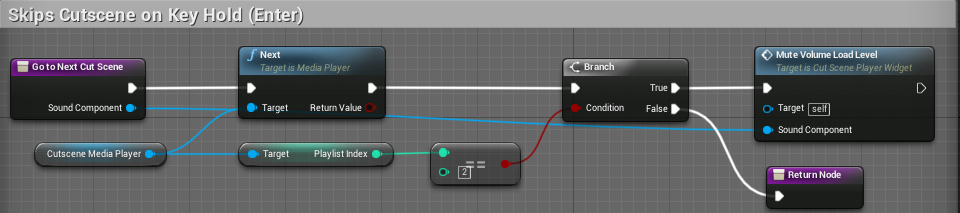
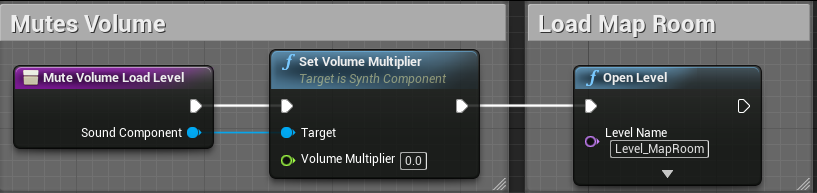
1. Open Journal on Keypress
   1. CallJ for Journal function
      1. 
   2. *Function* : J for Journal
      1. 
   3. Description : When the J key is pressed, check if game is paused.
      1. if condition true, remove widget from viewport and Set Input Mode Game Only **\*\*Currently broken, use “resume” button in Journal\*\***
      2. If condition false, create Journal\_Widget, Promote to Variable, Add to Viewport, **\*\*Broken/Useless bool\*\***, Show Mouse Cursor, Set Input mode UI Only
2. Pause Game on Keypress
   1. Call P for Pause function
      1. 
   2. *Function* : P for Pause
      1. 
   3. Description : When the P key is pressed, check if game is paused.
      1. If game is paused, set game Not Paused, remove Pause widget from viewport
      2. If game is not paused, set game Paused, create Pause\_Widget, Promote to Variable, Add to Viewport
3. Inner Dial Rotation

   2. 
   3. Description : Passes angle variable to Rotate SubRoutine of HUD\_widget, angles correspond to 1-4 Keyboard Input representing the 4 game mechanics on the outer dial. Sets appropriate mechanic to “active” and all other mechanics to “inactive”
4. Create HUD Widget
   1. 
   2. Creates HUD\_Widget on BeginPlay and promotes to variable
5. *Function* :
   1. 

### **Cutscene\_Player\_Widget :** Controls Cutscenes to Viewport

**Description :** Maintains and plays videos for cutscenes

**Methods :**

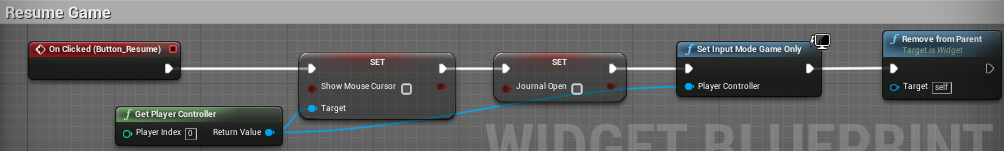
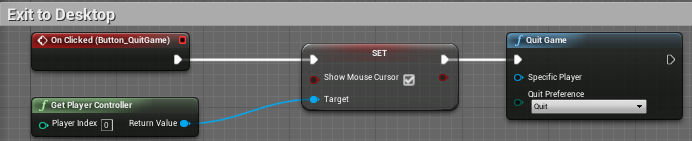
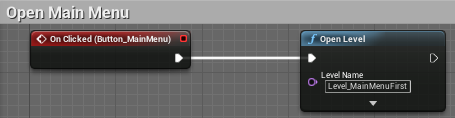
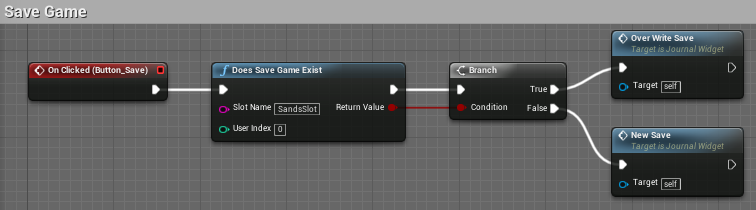
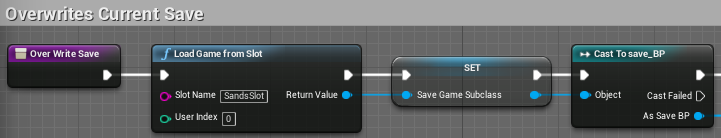
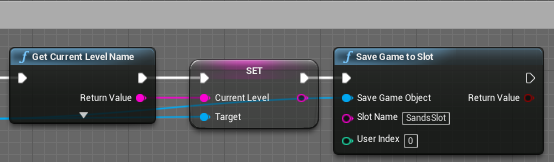
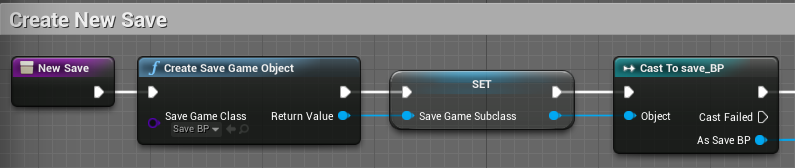
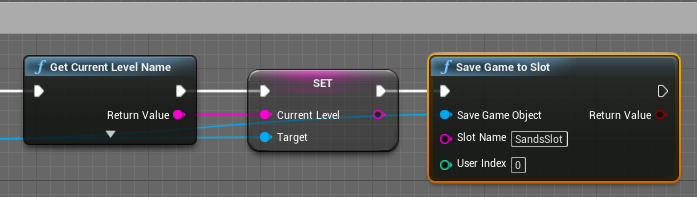
1. Open Playlist on Construct
   1. 
   2. Description : Opens playlist at given index on Event Construct using target Media Player
2. *Function* : GoToNextCutScene
   1. 
   2. Description : When the function is called, skip to next video in the playlist of the target Media Player, then return the index of the video. If the playlist index is equal to the given number (2), call function MuteVolumeLoadLevel
3. *Function* : MuteVolumeLoadLevel
   1. 
   2. Description : When the function is called, set volume multiplier to zero (muting the media), then open Level\_MapRoom

### 

### **Journal\_Widget :** Contains Journal Functionality & Images

**Description :** Contains options for resume, exit to desktop, exit to main menu, and save.

**Methods :**

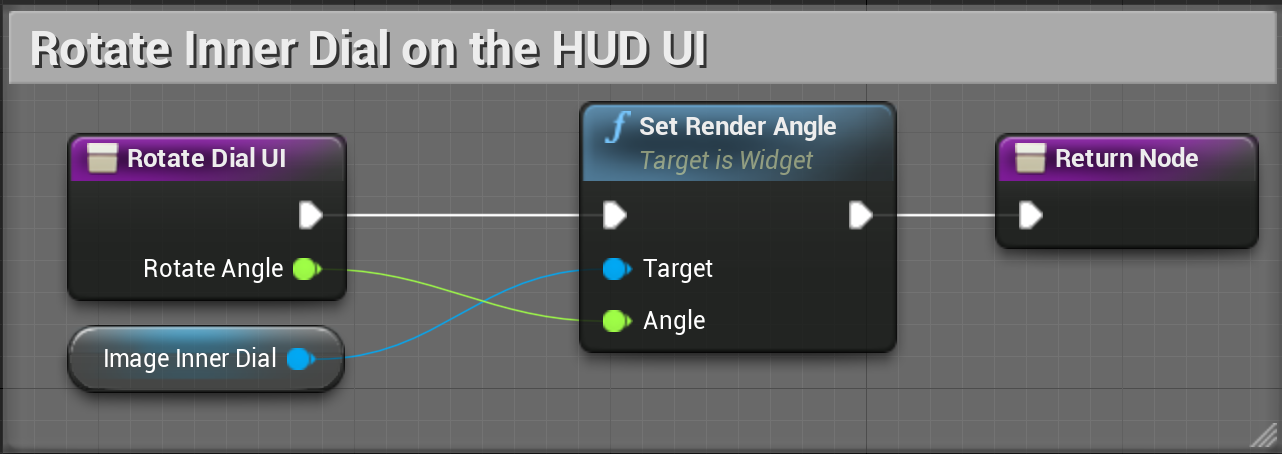
1. Resume Game
   1. 
   2. Description : When Button\_Resume is clicked, set Show Mouse Cursor to false, set Journal Open to false, Set Input Mode Game Only, then remove widget from viewport
2. Exit to Desktop
   1. 
   2. Description : When Button\_QuitGame is clicked, set Show Mouse Cursor to true, then quit game.
3. Exit to Main Menu
   1. 
   2. Description : When Button\_MainMenu is clicked, open Level\_MainMenuFirst
4. Save Game
   1. 
   2. Description : When Button\_Save is clicked, check if Save Game exists in SandsSlot
      1. If save exists: Call function OverWrite\_Save
      2. If save does not exist: Call function New\_Save
5. *Function* : OverWrite\_Save
   1. 
   2. 
   3. Description : When OverWrite\_Save is called, load Save Game from slot, set information to Save Game subclass, Cast to save\_BP, get current level name, set current level in Save Game information, save game to SandsSlot
6. *Function* : New\_Save
   1. 
   2. 
   3. Description : When New\_Save is called, create new Save Game Object, set information to Save Game subclass, cast to save\_BP, get current level name, set current level in Save Game information, save game to SandsSlot

### 

### **HUD\_Widget :** Contains HUD Images

**Description :** Contains imagery for HUD and controls Inner Dial Rotation

**Methods :**

1. *Function* : Rotate Dial UI
   1. 
   2. Description : Rotates Image\_InnerDial from center pivot-point along vertical axis by an angle

### **Pause\_Widget :** Display Pause Screen

**Description :** When game is paused, displays Pause Widget screen

**Methods :** None (*Activated by Keypress called in ThirdPersonCharacter*)

### **Title\_Widget :** Display Title Screen

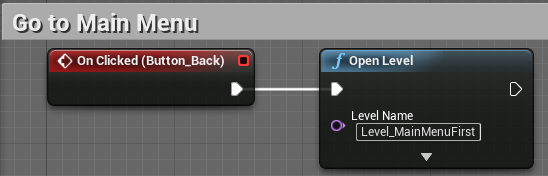
**Description :** Contains imagery for Title Screen

**Methods :** None

### **Credits\_Widget :** Display Credits Screen

**Description :** Contains imagery for Credits Screen

**Methods :**

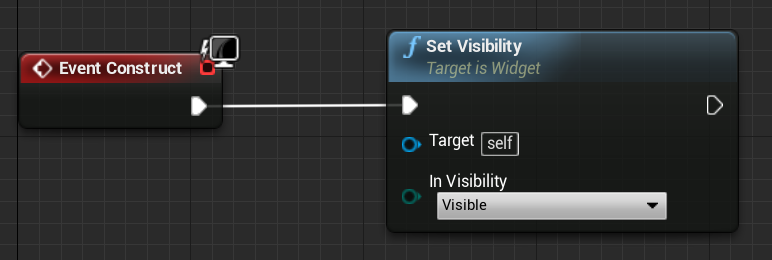
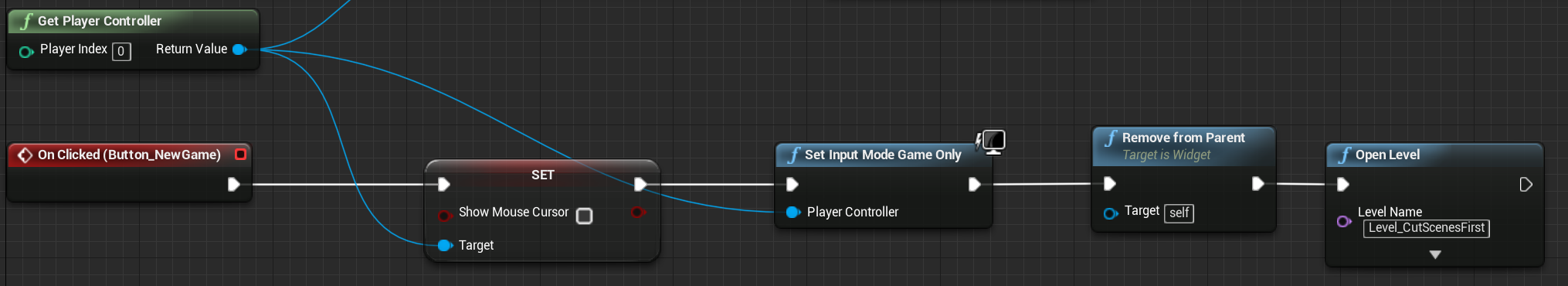
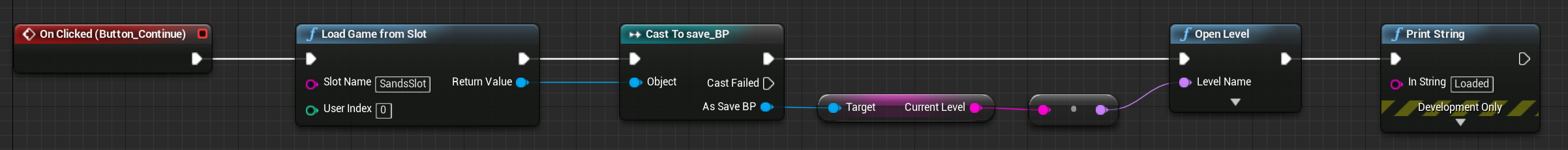
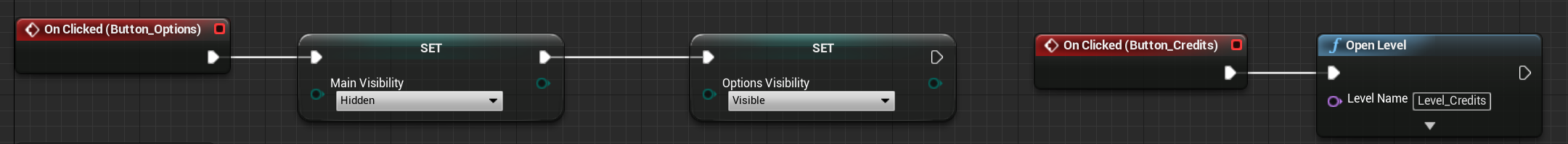
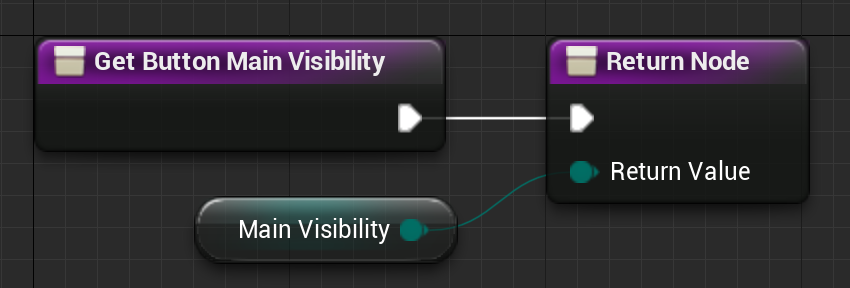
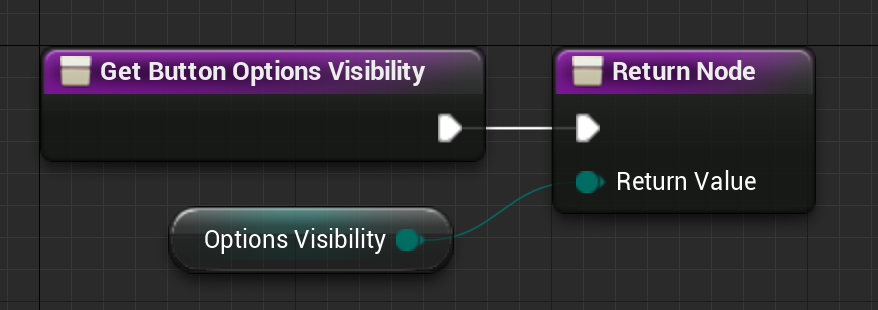
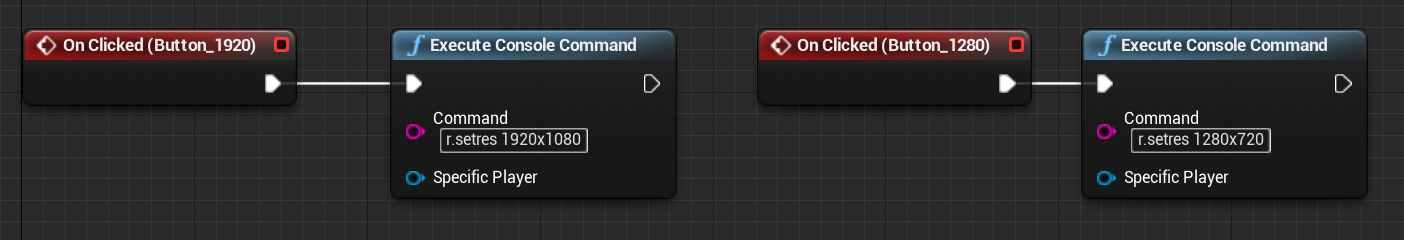
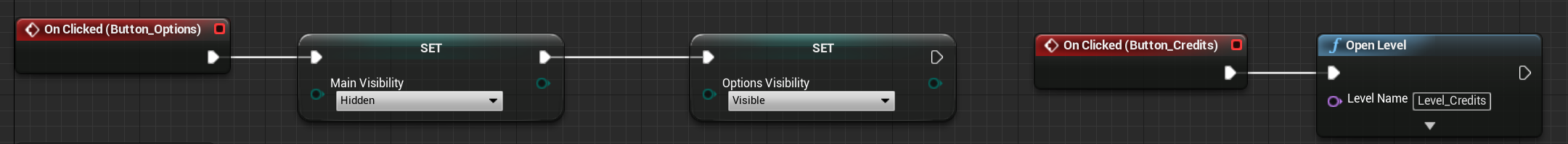
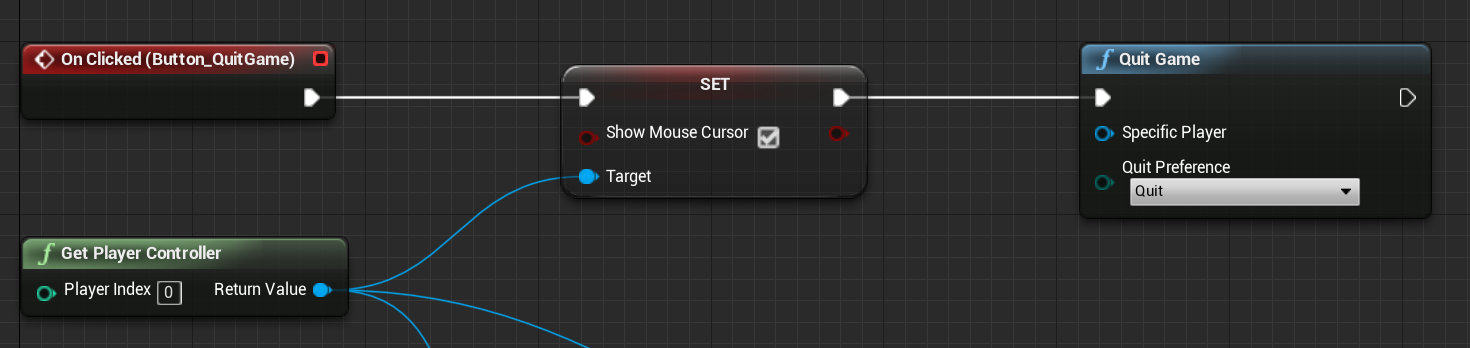
1. Go Back to Main Menu
   1. 
   2. Description : When Button\_Back is clicked, open Level\_MainMenuFirst

### 

### **MM\_Widget :** Display Main Menu & Contains Button Functionality

**Description :** Presents player with buttons for Main Menu functionality

**Methods :**

1. Constructor
   1. 
   2. Description : Sets visibility of MM\_Widget
2. New Game
   1. 
   2. Description : On clicked Button\_NewGame, sets mouse cursor to Not Visible, sets Input Mode Game Only, removes MM\_Widget from screen and opens Level\_CutScenesFirst
3. Continue
   1. 
   2. Description : On clicked Button\_Continue, continues from Save Game in SandsSlot by opening Current Level saved to variable in save\_BP
4. Options
   1. 
   2. Description : On clicked Button\_Options, set Main Menu buttons to Not Visible and set Options button to Visible
   3. Back Button Show Main Menu instead of Options
      1. 
   4. Show Options Instead of Main Menu
      1. 
   5. Set Resolution
      1. 
      2. Description : On clicked Button\_1920 or Button\_1280, sets window resolution accordingly
5. Credits
   1. 
   2. Description : On clicked Button\_Credits, open Level\_Credits
6. Quit
   1. 
   2. Description : On clicked Button\_QuitGame, set mouse cursor to Visible and exit game