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Re:Collect Final Report

Week of 3/30

This week I focused on fixing bugs seen in the last demo, mainly dealing with the enemies and the shield. Time was also spent on developing the last user function of the game, a tool to stop time for a seconds. However, this caused issues with the pause menu, which was remedied, and the gunplay, which was based on triggers. Triggers do not work in stopped time, and I didn’t have enough time to change the system to something that worked, liked raycasting, so I settled on changing the stop time feature from a tool that lets the user do more damage in a pinch, to more of an escape tool with a shorter cooldown.

Week of 4/6

Noting that my time was running short and I had other obligations, I cut down my narrative scope to 3 levels instead of 8, along with cut characters/voice lines. I wrote a new scenario and script for these levels. However the world situation prevented me from recording voices for others outside of my own with a good quality microphone, so I ended up scrapping voice lines and the tutorial level (which heavily relied on audio directional queues from a character) to just having two levels that showed off the game’s core mechanics. Some more time was spent on tweaking aspects of the game and writing out my plans for doing modeling and audio work.

Week of 4/13

I spent my time on working on the levels, including a few models and texturing. I had not done texturing before, so I ran into some issues with tiling and shader settings before things looked decent. When I built the project on the Oculus Quest however, I ran into some problems with the models taking up a lot of processing power, so I had to do some optimizations, like lowering the poly count. Tweaking this and some other level design choices took up most of my time.

Week of 4/20

The final’s week time was spent on making and recording audio using the Sennheiser Ambeo VR Mic and using the VR spatialization software, DearVR. It was quite difficult implementing the audio, mostly because of what seemed to be some software bugs and performance penalties. There would be times that the audio would play on one build but not another. Although frustrating to deal with, most of the audio I wanted was recorded and got into the final build.