# **CSD2451 – INDIVIDUAL MILESTONE REPORT – V01**

**Contents**

The contents of this report must start with the following (in this order, with all caps for the section titles). Anything in italics here must be changed to whatever is appropriate for you (but should not be in italics in the actual submission you send).

**MILESTONE**: M4 Alpha

**TEAM NAME**: Illusion

**GAME NAME**: Twilight

**JOBS/CHAMPIONING**: Programmer, Editor designer

***CODE:***

|  |  |  |  |
| --- | --- | --- | --- |
| **File** | **Lines of code** | **Describe your current work added/ updated in the file** | **Reference (if any)** |
| *IUScriptInternalCalls.cpp.cpp* | 30 | *Added function to switch LMBItem icon.* |  |
| *CrystalLaser.cs* | 127 | *Added scripts for crystal to reflect the laser to the next crystal.* |  |
| *CrystalScript.cs* | 101 | *Added script for crystal to roate, move and activate a door.* |  |

***TOTAL LOC: 258***

**Custom Engine – Gameplay:**

*3 different functionalities for crystal. Crystal can rotate, move its position when player interacts.*

*Reflect laser line from one source to another.*

*LMBItem icon activation when user picks up a item.*

**Extras:**

*Helping a team member with implementation of laser line.*

*Helping team members with script debugging.*

*Prepare for presentation and slides.*

**Notes:**

*The team and I struggled for this milestone because of miscommunication and disorganized code structure. We faced difficulties when implementing complex game mechanics. For instance* *certain mechanics require a combination of actions, but inconsistencies arose because each team member had their own approach to implementing these actions. This led to duplicated code and inhibited scalability. Fortunately, we identified this issue early on and committed to resolving it by the next milestone, ensuring readiness for even more intricate gameplay.*