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A summary of the code that was added in parallel is making it possible for the character to pick up items. This is done using Unreal Engine built in system which uses Nodes and pins. For example, creating a call of the method getActorLocation (see Powerpoint slides) allows you to get the current location of the player in 3D points and then pass this to any other method by using pins to connect to other method calls. This is done is simple parallel to allow the player to move after they have picked up an item. If this were done in sequential programming, then the movement would be choppy or not possible at all.

We started the project by tearing out almost all of the base setup. This included the starting map, all of the intractable cubes. We kept the player “mannequin”, which looks like a computer screen holding a gun. Then we started to build the Level 1 room where the player starts. We had some trouble getting the lighting to work, because when a hollow cube was created and the level compiled, all of the lighting disappeared. So we had to learn how to add lighting without making it too obvious where the light was coming from. This was done by making the outside of the room transparent and leaving the inside of the room opaque, which allowed the light from the simulated sun to shine in.

After this, we started work on the second and third levels. We wanted to keep things simple for the player, but make them think a little more 3-dimensionally. This is why the stairs where added in both levels. After the basic puzzles were done, we started adding trigger points to make doors open or close as you go through them, cubes to drop out of chutes similarly to Portal.

Lastly, details were added to the completed levels to make it seem less plain. Potted plants, chairs, tables and rocks were added to rooms to make it seem like it was a place to meet and talk; almost like other people were there…

If we had more time, we would have added more levels and more features to the game to make it more difficult. We were hoping to remove or hide the gun until a later time and change what it fires.