

Deck 15

This document contains audio, blueprint, mesh, and widget documentation for Deck 15.

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# Chapter 1

## Audio Documentation

1.1	<b>Ball sounds</b>	
1.1.1	Cues	
1.1.1.1	BallCrackleLoop	Looping cue for the ball crackle sound.
1.1.1.2	BallDrop	Plays one of four sounds at random when the ball is dropped.
1.1.1.3	BallPickup	Plays one of five sound at random when the ball is picked up.
1.1.1.4	BallThrow	Plays one of three sounds at random when the ball is thrown.
1.1.1.5	SummonSoundCue	Cue that plays when ball is summoned.
1.1.1.6	TeleportSoundCue	Cue that plays when player teleports to the ball.
1.1.2	Wavs	
1.1.2.1	crackle	Wav sound of the ball crackling.
1.1.2.2	drop1	Wav sound of the ball being dropped.
1.1.2.3	drop2	Wav sound of the ball being dropped.
1.1.2.4	drop3	Wav sound of the ball being dropped.
1.1.2.5	drop4	Wav sound of the ball being dropped.
1.1.2.6	pickup1	Wav sound of the ball being picked up.
1.1.2.7	pickup2	Wav sound of the ball being picked up.
1.1.2.8	pickup3	Wav sound of the ball being picked up.

1.1.2.9	pickup4	Wav sound of the ball being picked up.
1.1.2.10	pickup5	Wav sound of the ball being picked up.
1.1.2.11	throw1	Wav sound for ball being thrown.
1.1.2.12	throw2	Wav sound for ball being thrown.
1.1.2.13	throw3	Wav sound for ball being thrown.
1.1.2.14	SummonSound	Wav sound for when ball is summoned.
1.1.2.15	TeleportSound	Wav file for when player teleports to the ball.

## 1.2 Dialogue

1.2.1	Level1	
1.2.1.1	Cues	
1.2.1.1.1	Level1SQ1	Sound cue that plays first sequence of dialogue.
1.2.1.1.2	Level1SQ2	Sound cue that plays second sequence of dialogue.
1.2.1.1.3	Level1SQ3	Sound cue that plays third sequence of dialogue.
1.2.1.2	Wavs	
1.2.1.2.1	Level1Sequence1	Wav sound of Captain and Tera, first sequence.
1.2.1.2.2	Level1Sequence2	Wav sound of Captain and Tera, second sequence.
1.2.1.2.3	Level1Sequence3	Wav sound of Captain and Tera, third sequence.
1.2.2	Level2	
1.2.2.1	Cues	
1.2.2.1.1	Level2SQ1	Sound cue that plays first sequence of dialogue.
1.2.2.1.2	Level2SQ2	Sound cue that plays second sequence of dialogue.
1.2.2.1.3	Level2SQ3	Sound cue that plays third sequence of dialogue.

1.2.2.2	Wavs	
1.2.2.2.1	Level2Sequence1	Wav sound of Captain and Tera, first sequence.
1.2.2.2.2	Level2Sequence2	Wav sound of Captain and Tera, second sequence.
1.2.2.2.3	Level2Sequence3	Wav sound of Captain and Tera, third sequence.
1.2.3	Level3	
1.2.3.1	Cues	
1.2.3.1.1	Level3SQ1	Sound cue that plays first sequence of dialogue.
1.2.3.1.2	Level3SQ2	Sound cue that plays second sequence of dialogue.
1.2.3.1.3	Level3SQ3	Sound cue that plays third sequence of dialogue.
1.2.3.1.4	Level3SQ4	Sound cue that plays fourth sequence of dialogue.
1.2.3.2	Wavs	
1.2.3.2.1	Level3Sequence1	Wav sound of Captain and Tera, first sequence.
1.2.3.2.2	Level3Sequence2	Wav sound of Captain and Tera, second sequence.
1.2.3.2.3	Level3Sequence3	Wav sound of Captain and Tera, third sequence.
1.2.3.2.4	Level3Sequence4	Wav sound of Captain and Tera, fourth sequence.
1.2.4	Level4	
1.2.4.1	Cues	
1.2.4.1.1	Level4SQ1	Sound cue that plays first sequence of dialogue.
1.2.4.1.2	Level4SQ2	Sound cue that plays second sequence of dialogue.
1.2.4.1.3	Level4SQ3	Sound cue that plays third sequence of dialogue.
1.2.4.1.4	Level4SQ4	Sound cue that plays fourth sequence of dialogue.
1.2.4.1.5	Level4SQ5	Sound cue that plays fifth sequence of dialogue.

1.2.4.1.6	Level4SQ6	Sound cue that plays sixth sequence of dialogue.
1.2.4.1.7	Level4SQ7	Sound cue that plays seventh sequence of dialogue.
1.2.4.2	Wavs	
1.2.4.2.1	Level4Sequence1	Wav sound of Captain and Tera, first sequence.
1.2.4.2.2	Level4Sequence2	Wav sound of Captain and Tera, second sequence.
1.2.4.2.3	Level4Sequence3	Wav sound of Captain and Tera, third sequence.
1.2.4.2.4	Level4Sequence4	Wav sound of Captain and Tera, fourth sequence.
1.2.4.2.5	Level4Sequence5	Wav sound of Captain and Tera, fifth sequence.
1.2.4.2.6	Level4Sequence6	Wav sound of Captain and Tera, sixth sequence.
1.2.4.2.7	Level4Sequence7	Wav sound of Captain and Tera, seventh sequence.
1.2.5	SoloCaptainCues	
1.2.5.1	Cues	
1.2.5.1.1	CoreBehindBarrier	Cue plays when the core needs to be summoned before teleporting to it.
1.2.5.1.2	CurrentPowerCue	Cue plays when attempted to summon ball when it is in goal.
1.2.5.1.3	GravInterCue	Cue plays in third level when ball is in center room wind zone around goal.
1.2.5.1.4	OnTopOfPlatformCue	Cue plays in fourth level when trying to teleport to the ball when it is on top of a moving platform.
1.2.5.1.5	TeleportToPositionCue	Cue plays when attempting to teleport to the ball before summoning it at start of each level.
1.2.5.2	Wavs	
1.2.5.2.1	core_behind_barrier	Wav sound for CoreBehindBarrierCue.

- 1.2.5.2.2                      currently\_powering\_subsystem  
                                    Wav sound for CurrentlyPoweringCue.
- 1.2.5.2.3                      GravIntFromEngineering  
                                    Wav sound for GravIntCue.
- 1.2.5.2.4                      OnTopOfPlatform  
                                    Wav sound for OnTopOfPlatformCue.
- 1.2.5.2.5                      teleport\_core\_to\_location  
                                    Wav sound for TeleportToPositionCue.

### 1.3 Doors

- 1.3.1                      Cues
- 1.3.1.1                      door\_open4\_soundcue  
                                    Plays door\_open4 with high volume.
- 1.3.2                      Wavs
- 1.3.2.1                      door\_open1  
                                    First door opening wav sound.
- 1.3.2.2                      door\_open2  
                                    Second door opening wav sound.
- 1.3.2.3                      door\_open3  
                                    Third door open wav sound.
- 1.3.2.4                      door\_open4  
                                    Fourth door open wav sound.

### 1.4 Explosion

- 1.4.1                      Cues
- 1.4.1.1                      ExplosionCue  
                                    Plays explosion wav sound at start of game.
- 1.4.2                      Wavs
- 1.4.2.1                      Explosion  
                                    Wav sound played in explosion cue.

### 1.5 Fans

- 1.5.1                      Cues
- 1.5.1.1                      Fan1Loop  
                                    Loops first fan wav sound.
- 1.5.1.2                      Fan2Loop  
                                    Loops second fan wav sound.
- 1.5.1.3                      Fan3Loop  
                                    Loops third fan wav sound with specific attenuation.
- 1.5.1.4                      Fan3Loop2  
                                    Loops third fan wav sound with specific attentuation.

1.5.2	Wavs	
1.5.2.1	fan1	First fan wav sound.
1.5.2.2	fan2	Second fan wav sound.
1.5.2.3	fan3	Third fan wav sound.
<b>1.6</b>	<b>Hums</b>	
1.6.1	Cues	
1.6.1.1	Hum1Loop	Looping cue for first hum sound.
1.6.1.2	LightHum2Loop	Looping cue for second light hum sound.
1.6.1.3	LightHumClicksLoop	Looping cue for light humming sound with clicks.
1.6.1.4	Pulse1Loop	Loops first pulse sound.
1.6.1.5	PulseRandomCue	Plays one of two pulse sounds at random in loop.
1.6.1.6	ShipHum1LoopingCue	Plays the ship hum wav in a loop.
1.6.1.7	ShipHum2LoopingCue	Plays the ship hum 2 wav in a loop.
1.6.2	Wavs	
1.6.2.1	hum1	First hum wav sound.
1.6.2.2	light_hum1	First light hum wav sound.
1.6.2.3	light_hum_no_clicks	Light hum wav sound without clicking noises.
1.6.2.4	pulse2	Second engine pulse sound.
1.6.2.5	pulse_hum1	Sound wav for first hum with pulses.
1.6.2.6	pulse_hum2	Sound wav for second hum with pulses.
1.6.2.7	ShipHum1	Ship humming sound.

- 1.6.2.8 ShipHum2  
Second ship humming sound.
- 1.7 Music**
- 1.7.1 Cues
- 1.7.1.1 Loop10LoopingCue  
Cue loops Loop10 wav with higher volume.
- 1.7.1.2 Loop11LoopingCue  
Cue loops Loop11 wav with higher volume.
- 1.7.1.3 Loop12LoopingCue  
Cue loops Loop12 wav with higher volume.
- 1.7.1.4 Loop1LoopingCue  
Cue loops Loop1 wav with higher volume.
- 1.7.1.5 Loop4LoopingCue  
Cue loops Loop4 wav with higher volume.
- 1.7.1.6 Loop7LoopingCue  
Cue loops Loop7 wav with higher volume.
- 1.7.1.7 Loop8LoopingCue  
Cue loops Loop8 wav with higher volume.
- 1.7.1.8 Loop9LoopingCue  
Cue loops Loop9 wav with higher volume.
- 1.7.1.9 MenuMusicLoop  
Looping cue for MenuMusic wav.
- 1.7.2 Wavs
- 1.7.2.1 Loop1  
Wav sound for first music piece.
- 1.7.2.2 Loop10  
Wav sound for tenth music piece.
- 1.7.2.3 Loop11  
Wav sound for eleventh music piece.
- 1.7.2.4 Loop12  
Wav sound for twelfth music piece.
- 1.7.2.5 Loop4  
Wav sound for fourth music piece.
- 1.7.2.6 Loop7  
Wav sound for seventh music piece.
- 1.7.2.7 Loop8  
Wav sound for eighth music piece.

1.7.2.8                Loop9  
                              Wav sound for ninth music piece.

1.7.2.9                MainMenuMusic  
                              Was sound for menu music.

## 1.8    **Outtakes**

1.8.1                Cues

1.8.1.1                Outtake1  
                              Plays wa\_wa wav sound with higher volume.

1.8.1.2                Outtake2  
                              Plays throw\_the\_corn wav sound with higher volume.

1.8.1.3                Outtake3  
                              Plays huah\_ wav sound with higher volume.

1.8.1.4                Outtake4  
                              Plays captain\_ wav sound with higher volume.

1.8.2                Wavs

1.8.2.1                captain\_  
                              First outtake wav track.

1.8.2.2                huah\_  
                              Second outtake wav track.

1.8.2.3                throw\_the\_corn  
                              Third outtake wav track.

1.8.2.4                wa\_wa  
                              Fourth outtake wav track.

## 1.9    **PowerUp**

1.9.1                Cues

1.9.1.1                PoweringUpCue  
                              Plays PoweringUpSound2 with higher volume and different  
                              attenuation.

1.9.1.2                PoweringUpCue2  
                              Plays PoweringUpSound with higher volume and different  
                              attenuation.

1.9.2                Wavs

1.9.2.1                PoweringUpSound  
                              First powering up wav sound.

1.9.2.2                PoweringUpSound2  
                              Second powering up wav sound.

## 1.10 **Wind**

1.10.1                Cues

1.10.1.1                wind1-soundcue  
                              Plays wind1 wav sound with higher volume.



1.10.1.2	wind2_soundcue	Plays wind2 wav sound with higher volume.
1.10.1.3	wind3_soundcue	Plays wind3 wav sound with higher volume.
1.10.1.4	wind4_soundcue	Plays wind4 wav sound with higher volume.
1.10.1.5	wind5_soundcue	Plays wind5 wav sound with higher volume.
1.10.2	Wavs	
1.10.2.1	wind1	Wav for first wind sound.
1.10.2.2	wind2	Wav for second wind sound.
1.10.2.3	wind3	Wav for third wind sound.
1.10.2.4	wind4	Wav for fourth wind sound.
1.10.2.5	wind5	Wav for fifth wind sound.

## Chapter 2

# Blueprint Documentation

### 2.1 LoadLevelTriggerBoxBlueprint

#### 2.1.1 Description

Inherits from the LoadLevelTriggerBox class. When the ActorToCheck overlaps this trigger box, either the Credits widget or LoadingScreenWidget will be added to the viewport. Delays will be implemented if indicated and then the next level will load.

#### 2.1.2 Inputs

float End Credits Delay

Time to wait before playing credits.

bool Roll Credits

Credits will play if true.

float Level Load Time Delay

Time to wait before the next level loads.

String Level To Load

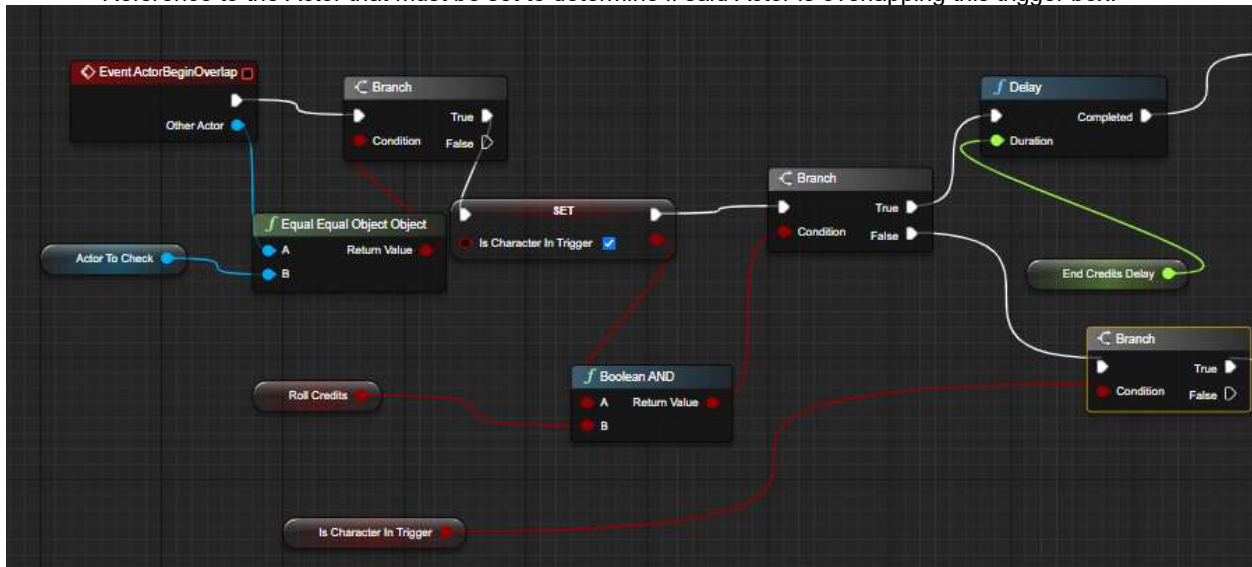
Name of the next level to load.

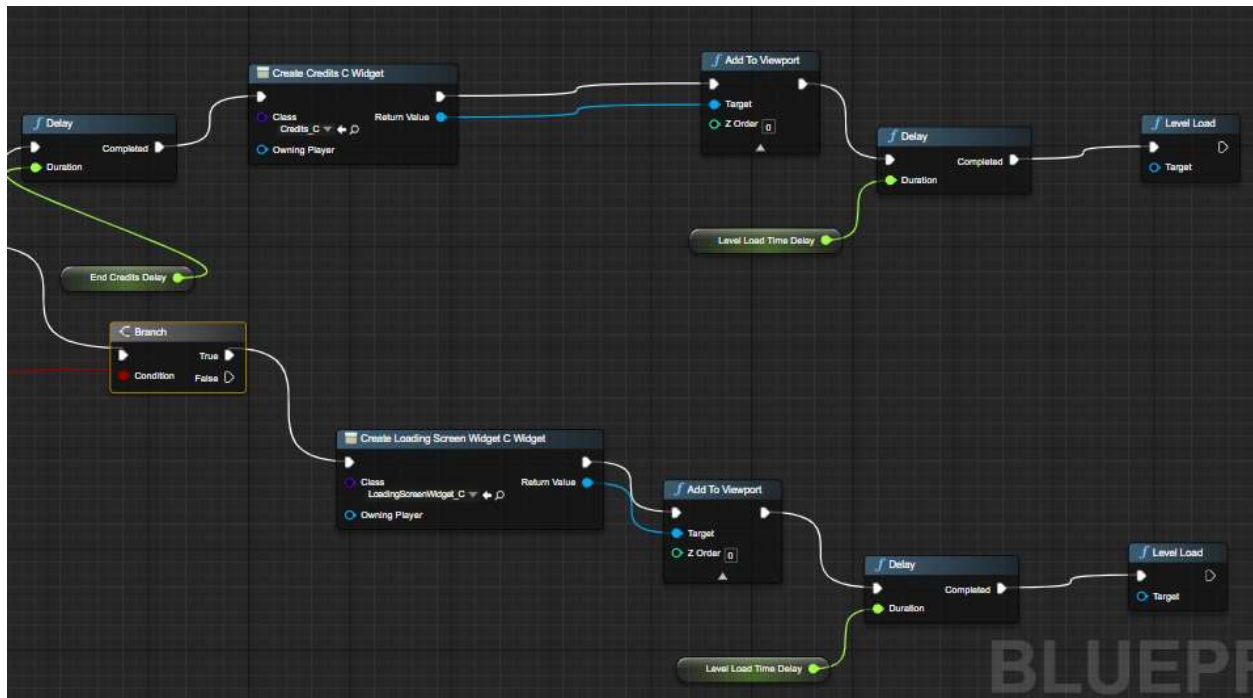
bool Is Character In Trigger Box

Returns true if Actor To Check is overlapping the trigger box.

AActor\* Actor To Check

Reference to the Actor that must be set to determine if said Actor is overlapping this trigger box.





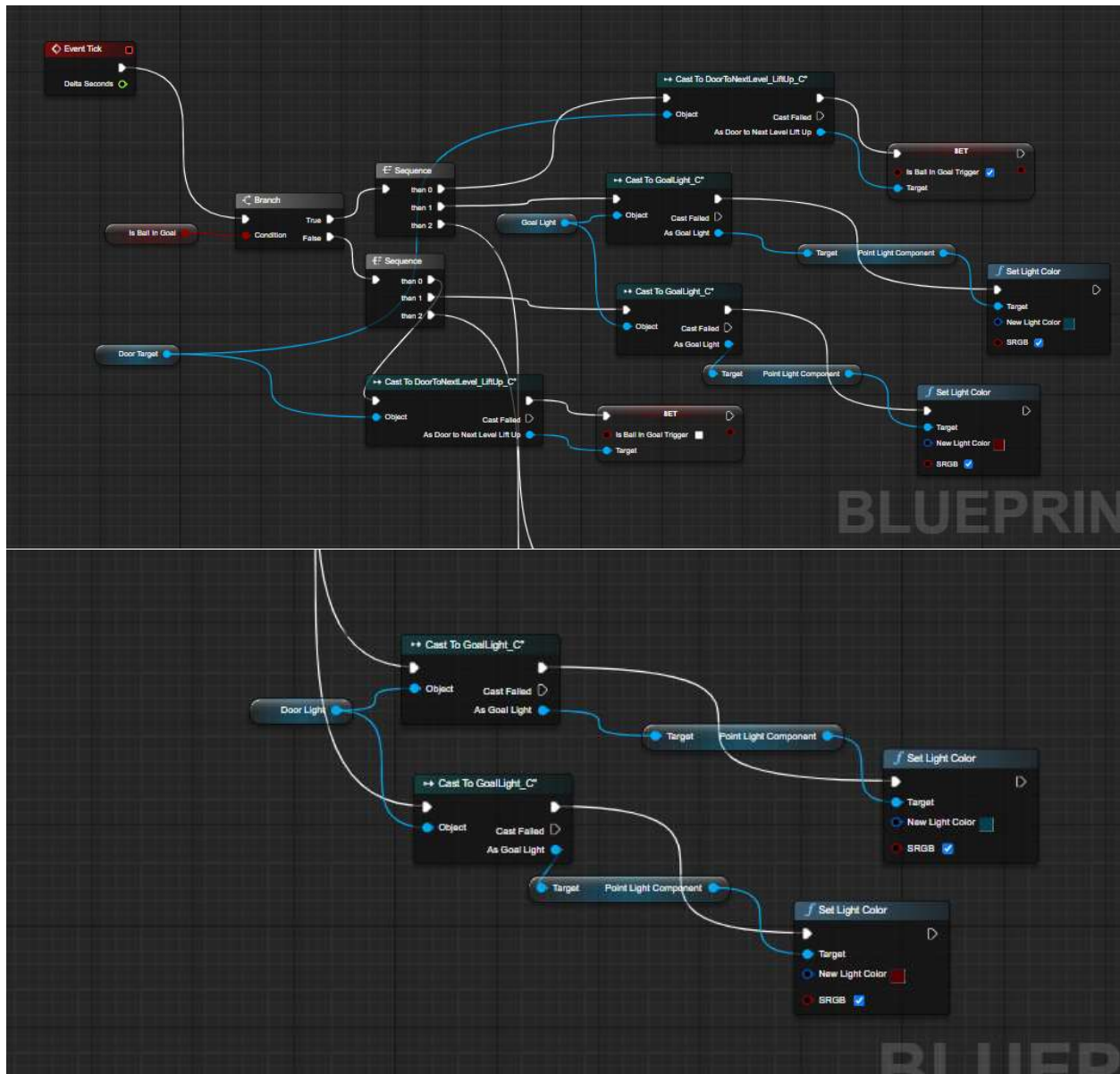
## 2.2 GoalTriggerBoxBP

### 2.2.1 Description

Inherits from the GoalTriggerBox class. When the Ball overlaps this trigger box, the door referenced is unlocked and the door light and goallight turn blue. When the ball stops overlapping the lights turn red and the door locks.

### 2.2.2 Inputs

- AActor\* DoorTarget  
Reference to DoorTarget to open or close if necessary.
- AActor\* DoorLight  
Reference to a door light.
- AActor\* GoalLight  
Reference to a goal light.
- Bool IsBallInGoal  
Indicates if the ball is in the goal or not.



## 2.3 DoorToNextLevel\_LiftUp

### 2.3.1 Description

A door that opens if IsBallInGoalTrigger is true and the player is in proximity of the door. If the ball is not in the goal trigger box the door remains locked.

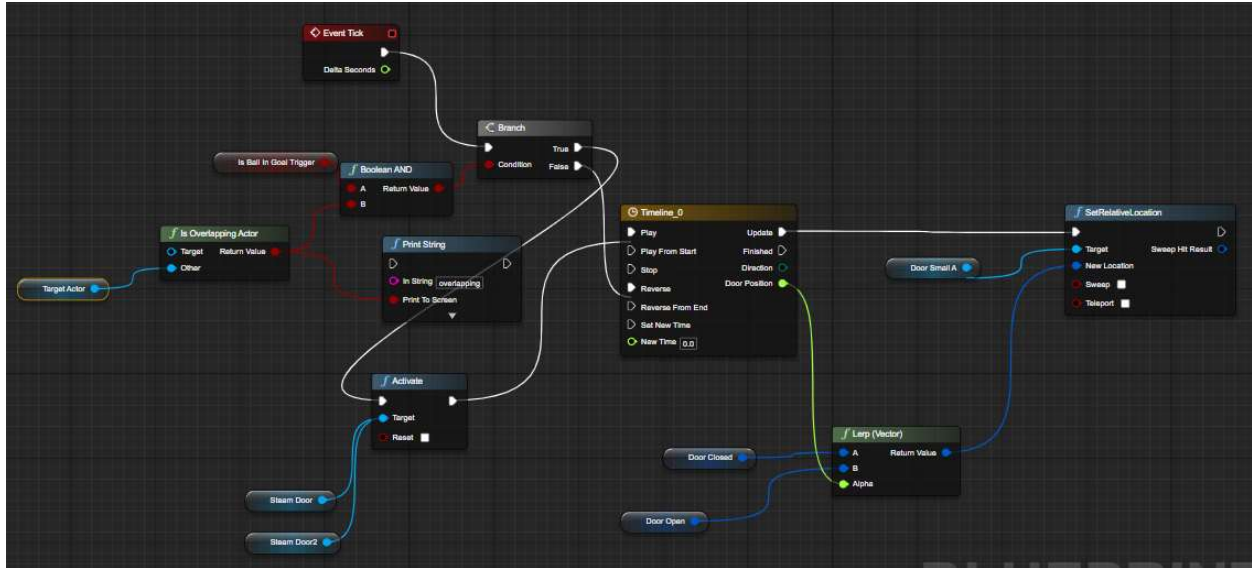
### 2.3.2 Inputs

bool IsBallInGoalTrigger

Returns true if that ball is in the goal.

AActor\* TargetActor

The actor to automatically open for if the ball is in the goal trigger.



## 2.4 ActivateDoor

### 2.4.1 Description

A trigger that is activated by the ball that when triggered it opens the door, turns off the wind, and then activates a series of lights in the level

### 2.4.2 Inputs

AActor\* Door

The door actor that needs to be unlocked/locked

WindTriggerBox\* WindTriggerBox

The Wind that needs to be deactivated/activated

Point Light\* pointLight 1

The point light that needs to be turned on/off

Point Light\* pointLight 2

The point light that needs to be turned on/off

Point Light\* pointLight 3

The point light that needs to be turned on/off

Point Light\* pointLight 4

The point light that needs to be turned on/off

Point Light\* pointLight 5

The point light that needs to be turned on/off

Point Light\* pointLight 6

The point light that needs to be turned on/off

Point Light\* pointLight 7

The point light that needs to be turned on/off

Point Light\* pointLight 8

The point light that needs to be turned on/off

Point Light\* pointLight 9

The point light that needs to be turned on/off

Point Light\* pointLight 10

The point light that needs to be turned on/off

Point Light\* pointLight 11

The point light that needs to be turned on/off

Spot Light\* spotLight 1

The spot light that needs to be turned on/off

Spot Light\* spotLight 2

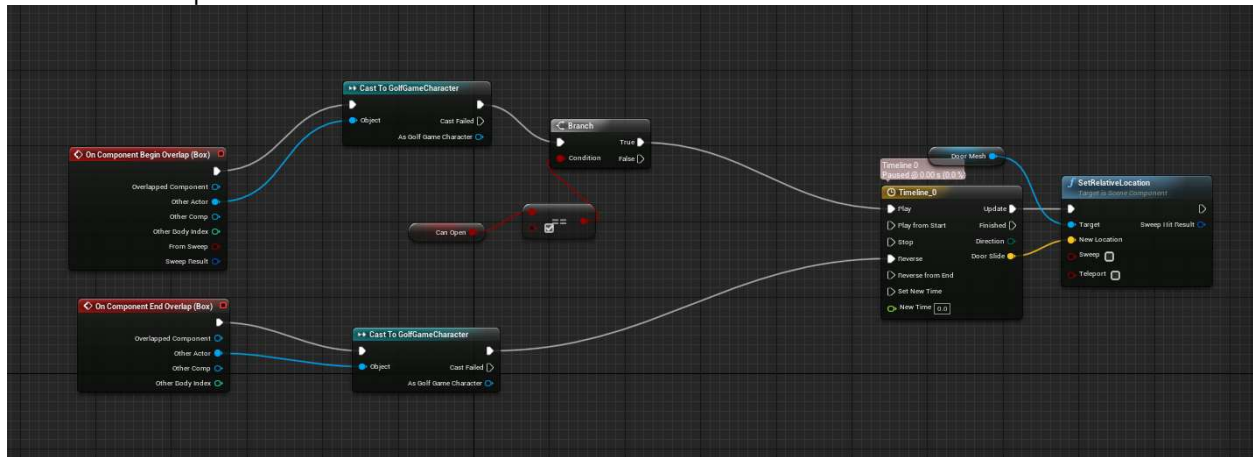
The spot light that needs to be turned on/off



## 2.5 ProximityTriggeredDoor

### 2.5.1 Description

A special version of the proximity door that can only be opened if the can open boolean is set to true by the activateDoor blueprint.



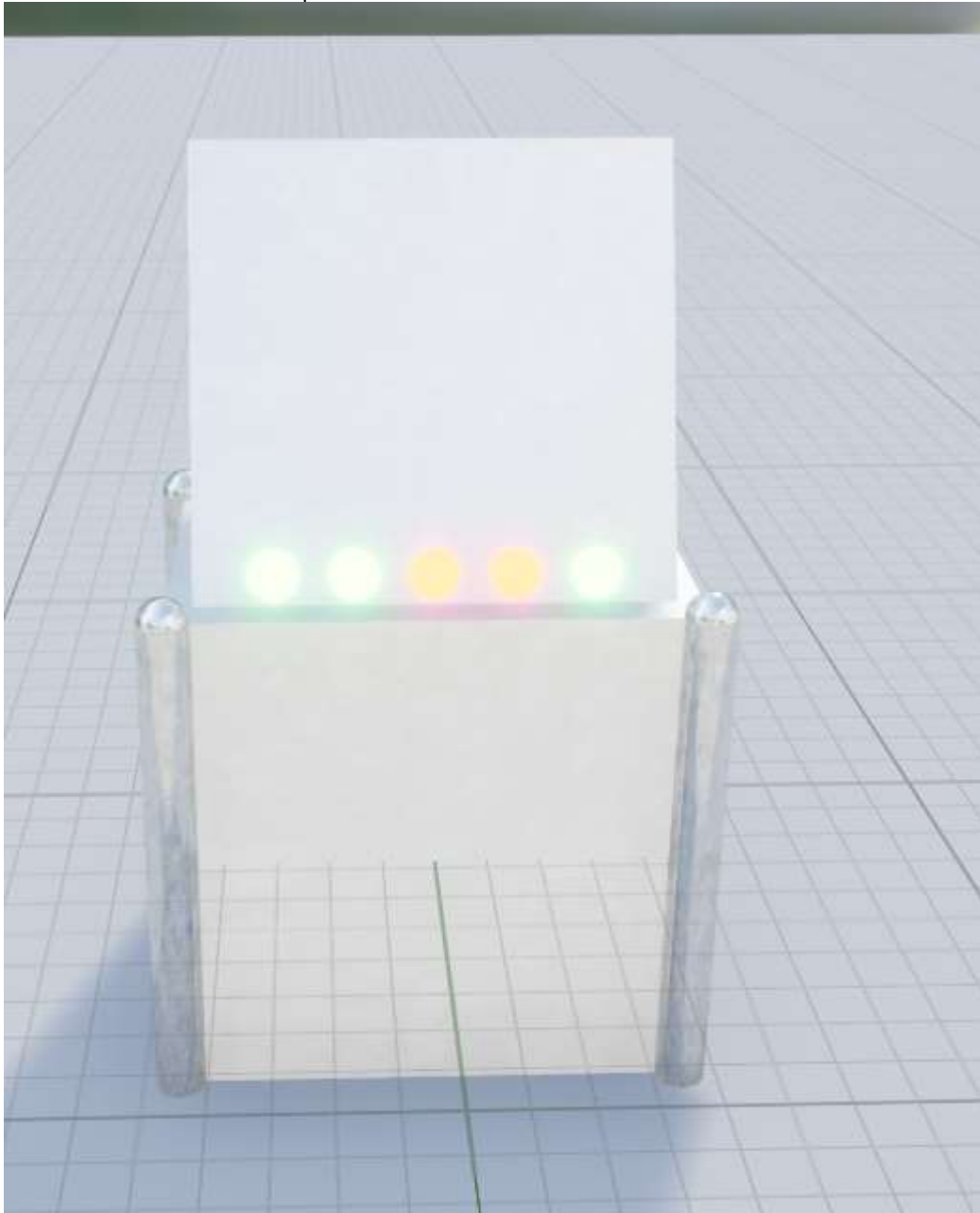


## Chapter 3

# Mesh Documentation

### 3.1 Computer Terminal

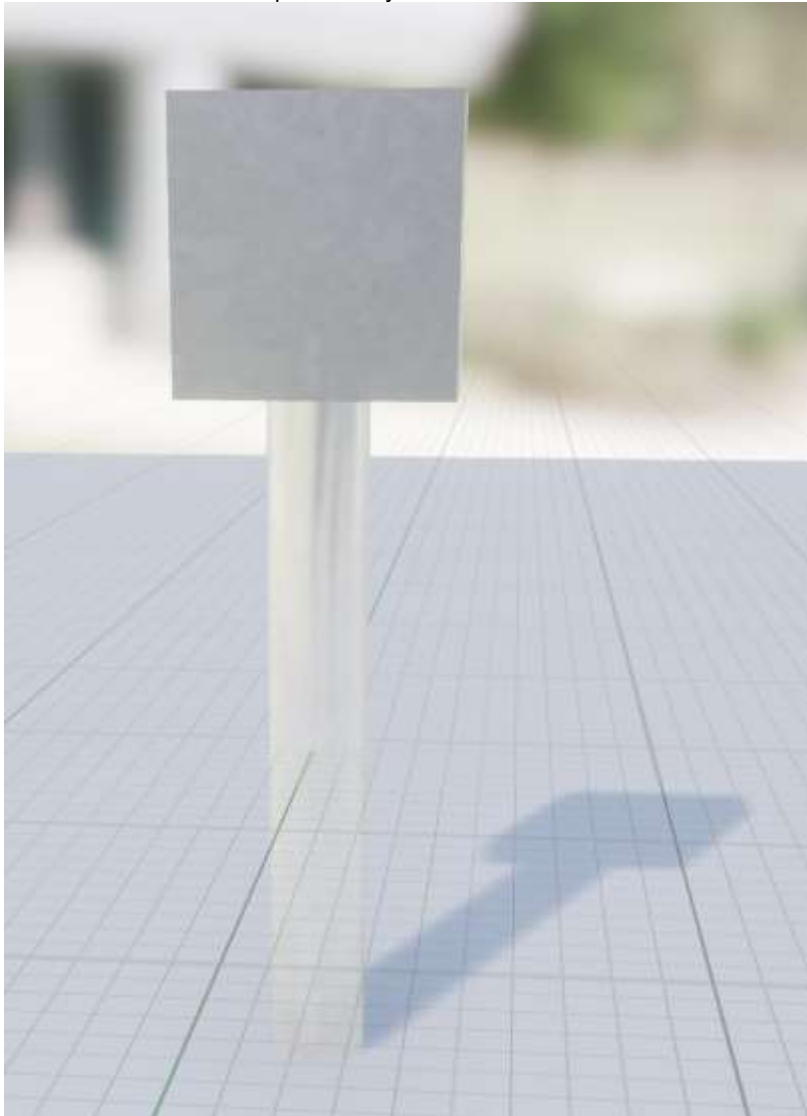
Mesh to show a computer terminal





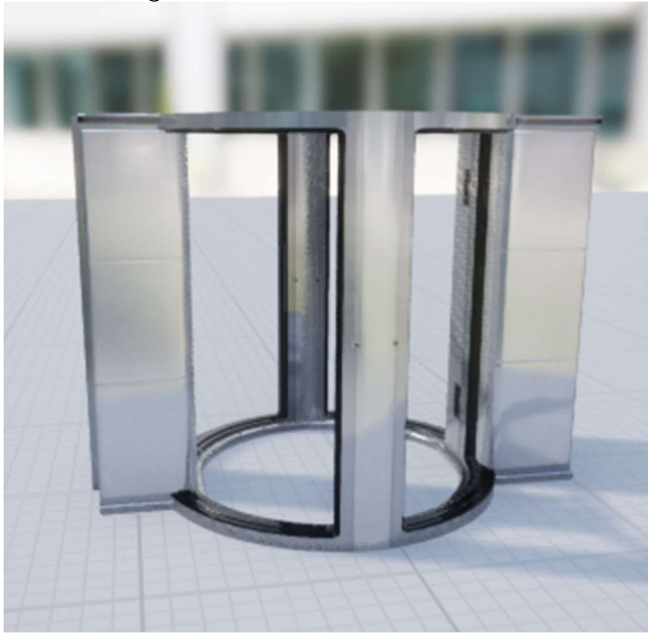
### 3.2 Control Stand

Mesh where we place many of our switches



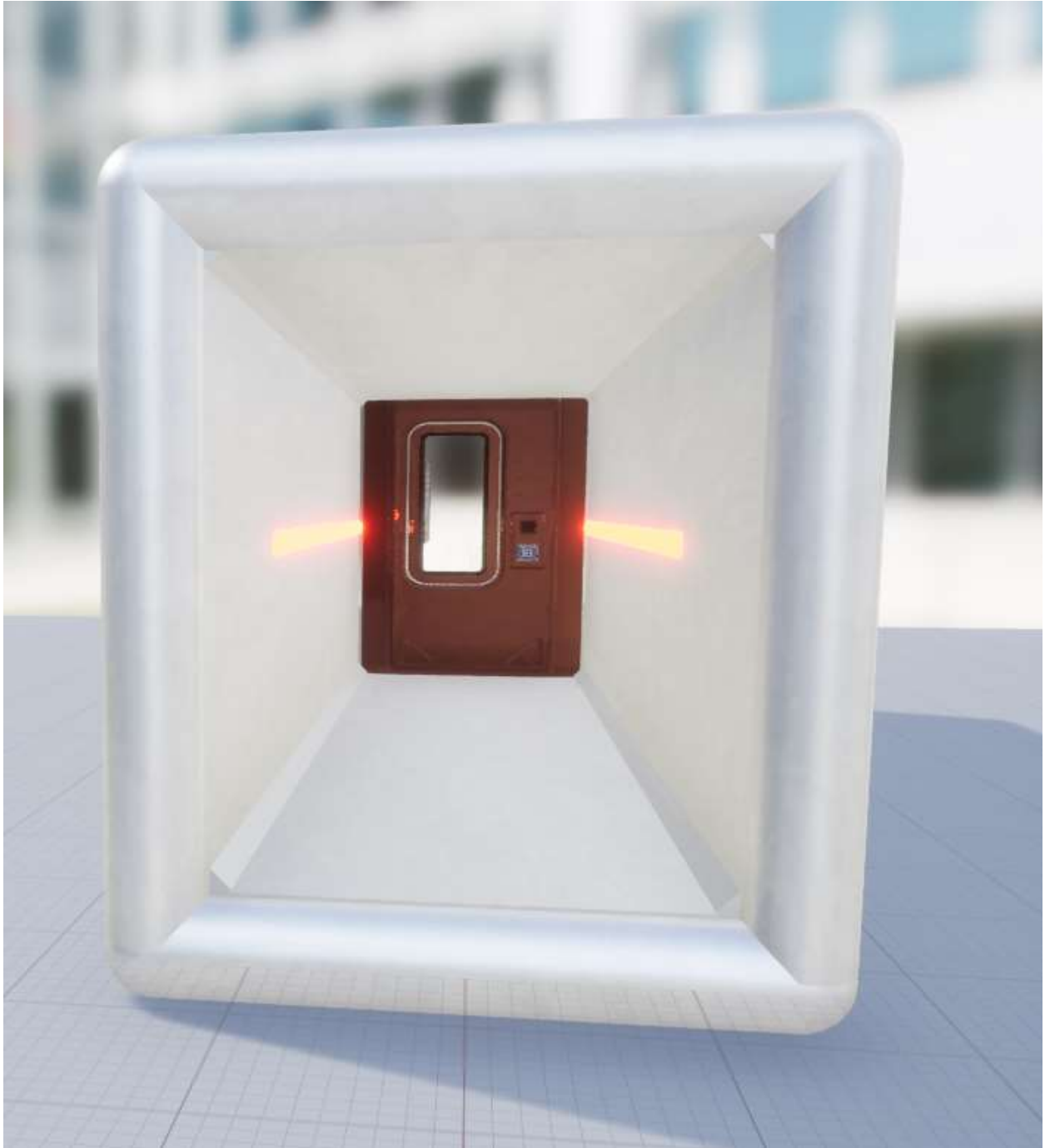
### 3.3 Goal

The goal used in the levels.



### 3.4 Hall\_noMovingDoor

Hall that is used at the very end of many of our levels



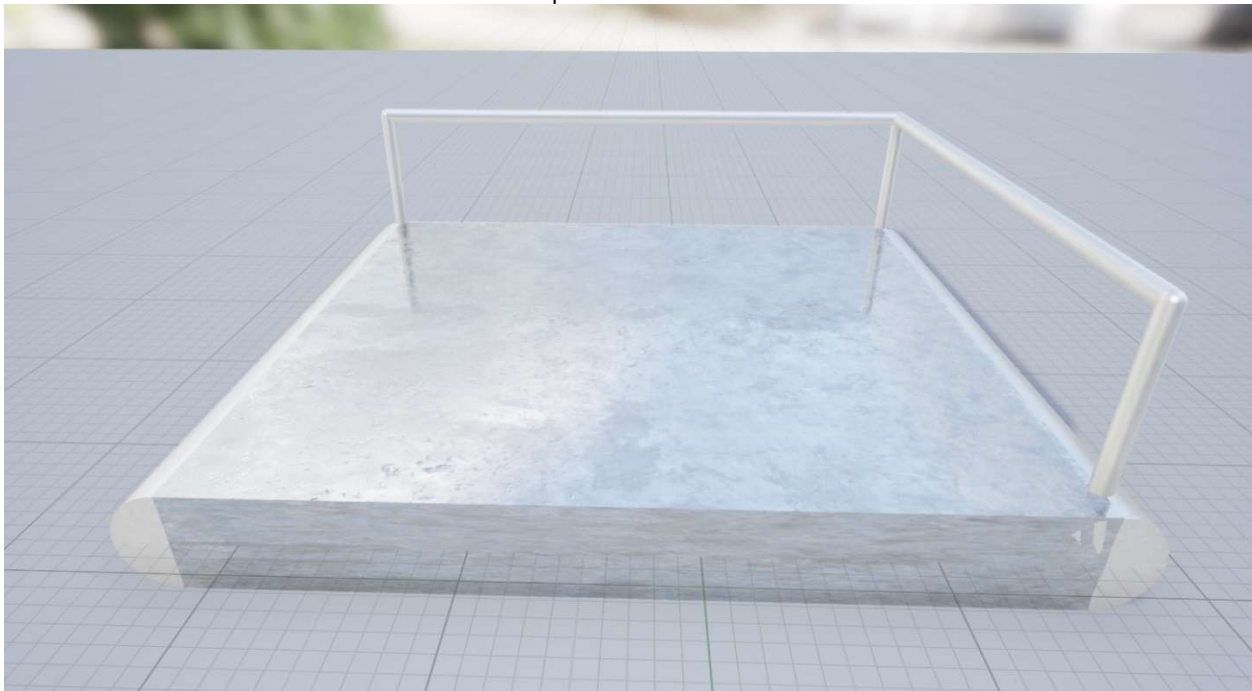
### 3.5 Platform-Elevated

Platform that moves up and down



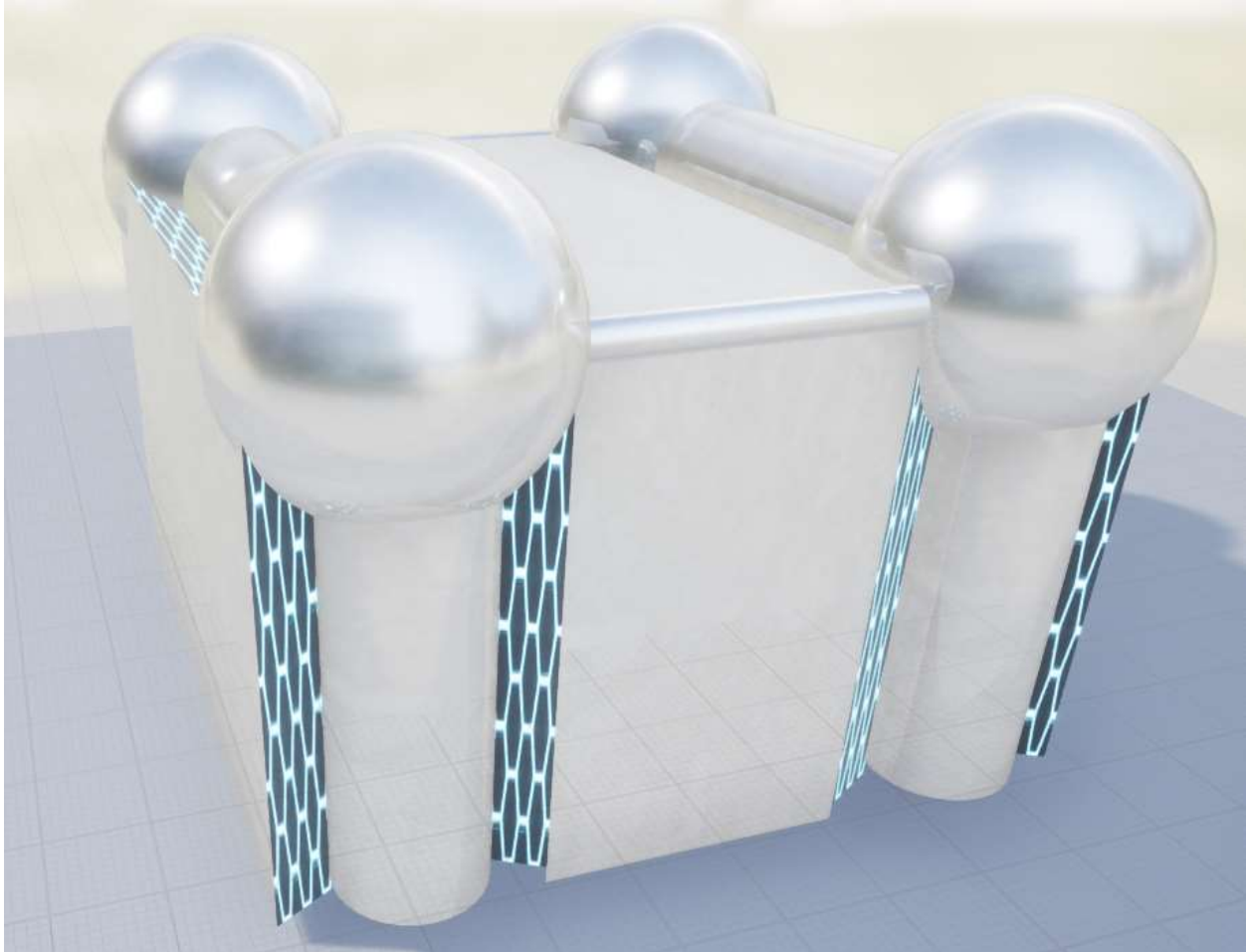
### 3.6 **Platform\_Assist\_Lift**

Platform that was to be assisted to move up



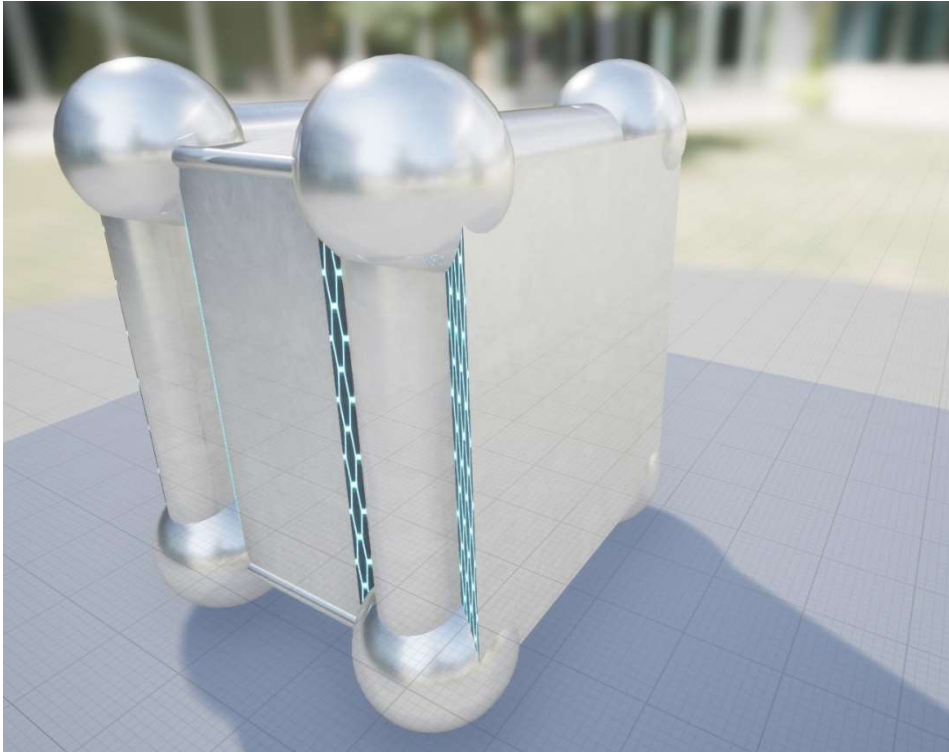
### 3.7 **Platform\_Skinny**

A custom skinny platform that moves around in last level

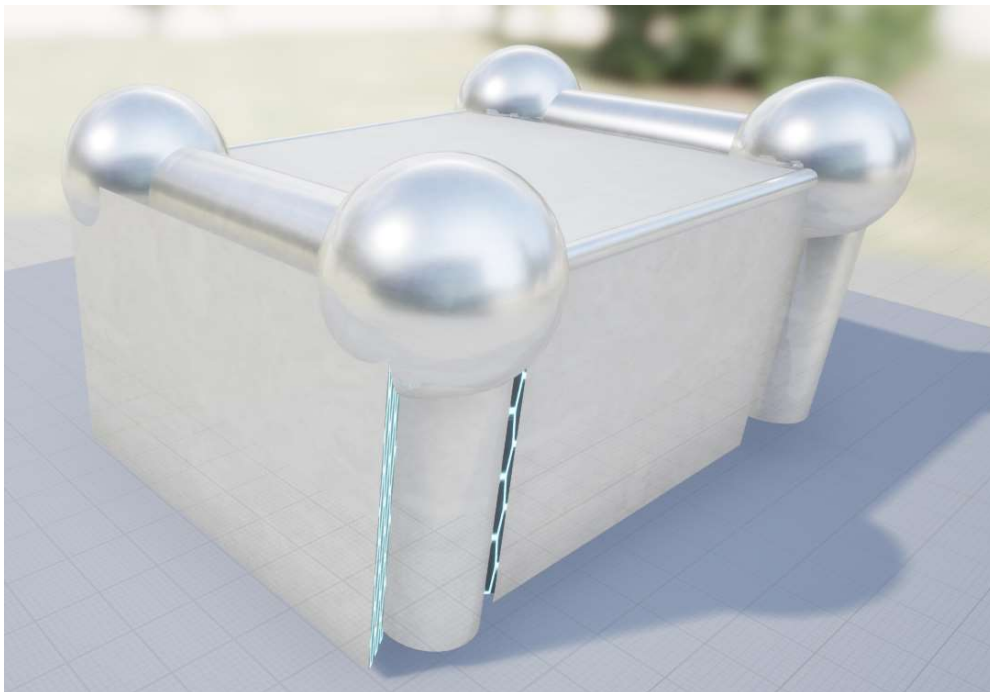


### 3.8 Platform\_Skinny\_Tall

A custom tall and skinny platform that moves around in last level

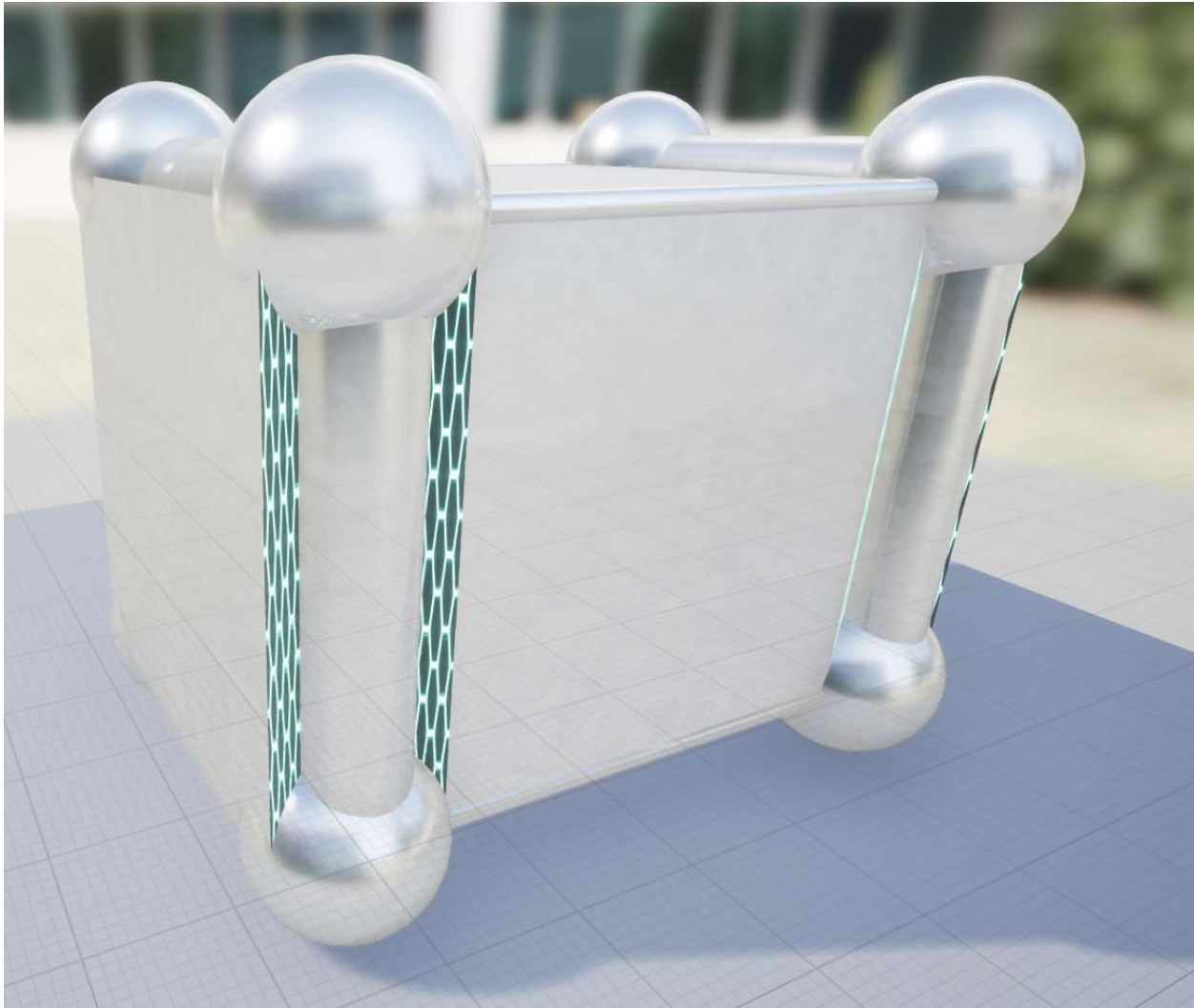


**3.9 Platform\_Wide**  
A custom wide platform that moves around in last level



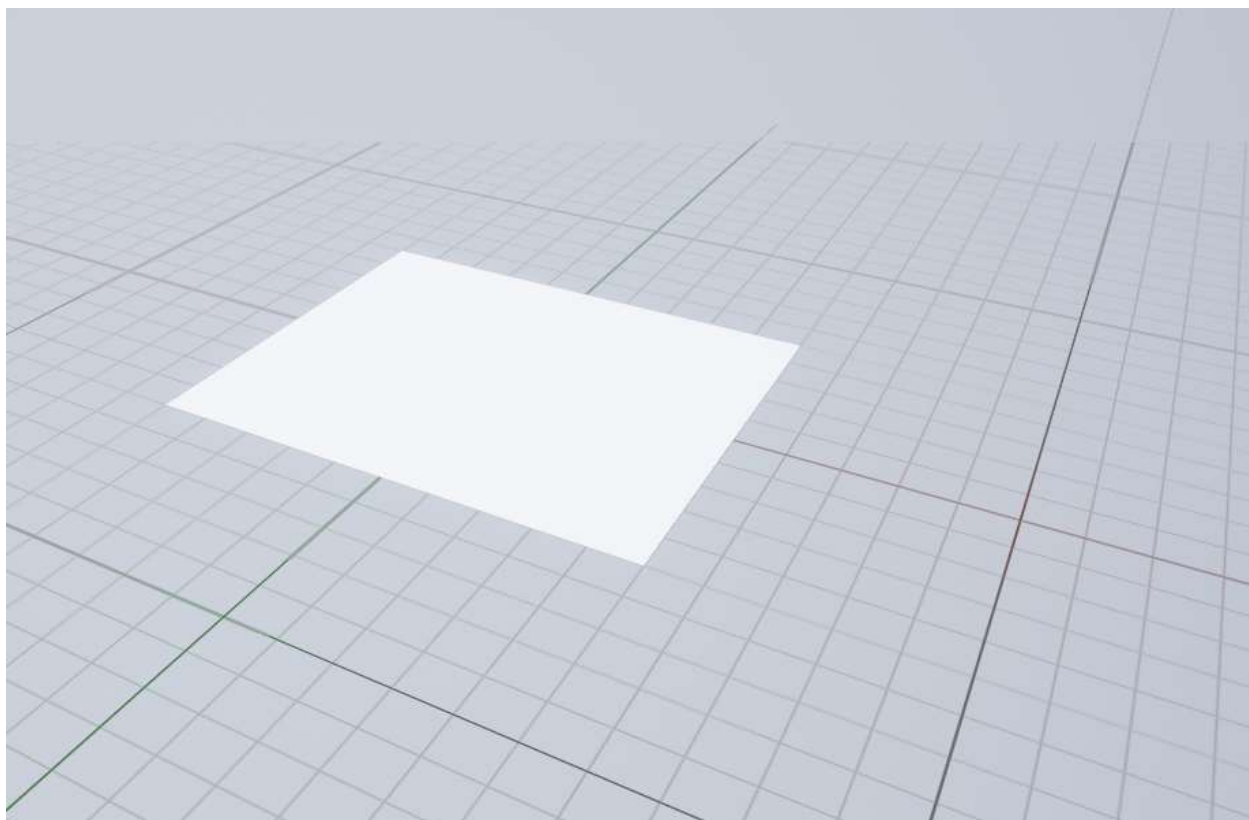
**3.10 Platform\_Wide\_Tall**  
A custom wide and tall platform that moves around in last level





### 3.11 Plane

A flat mesh that is often used for a trigger switches to change color





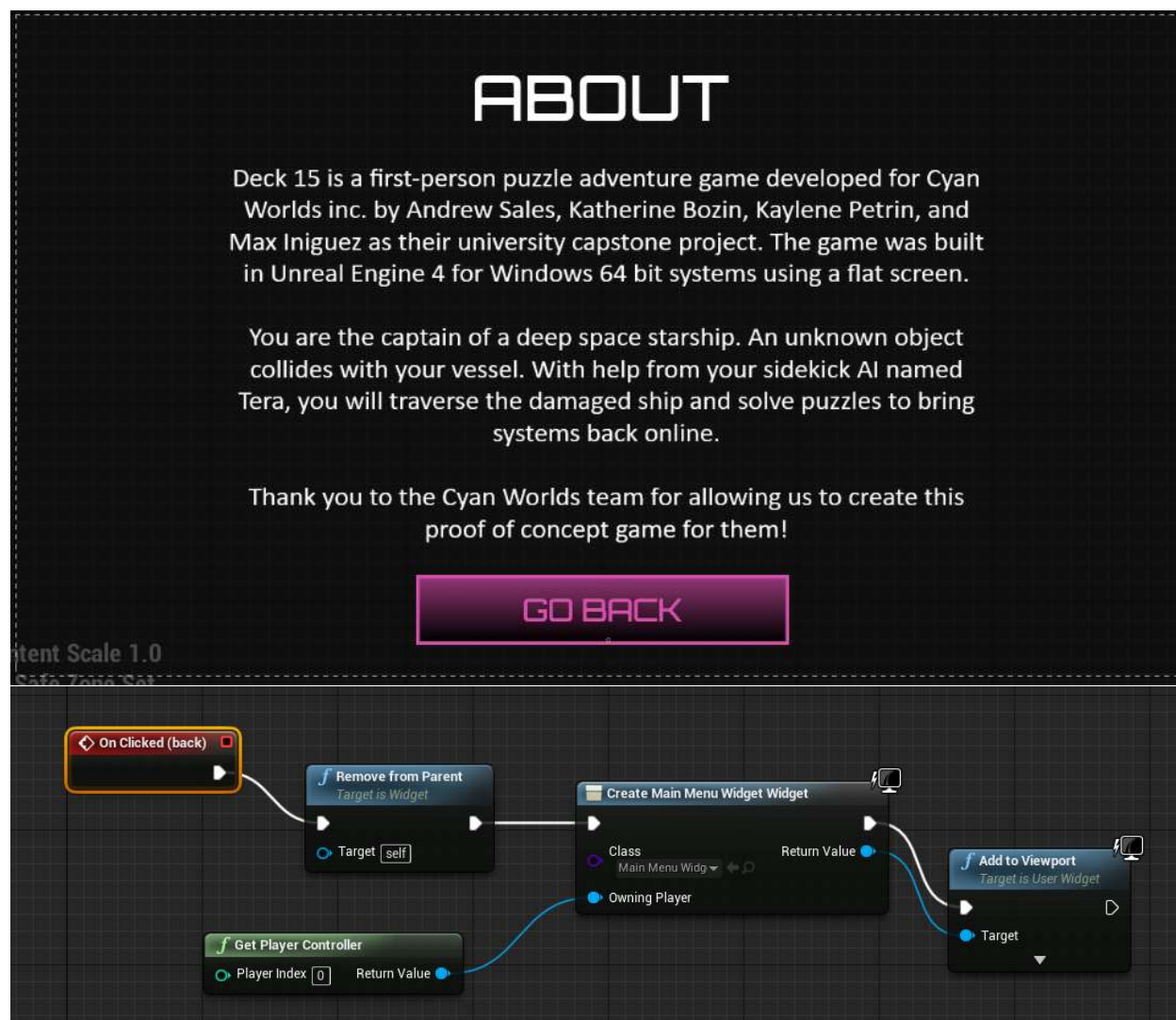
## Chapter 4

# Widget Documentation

### 4.1 About Widget

#### 4.1.1 Description

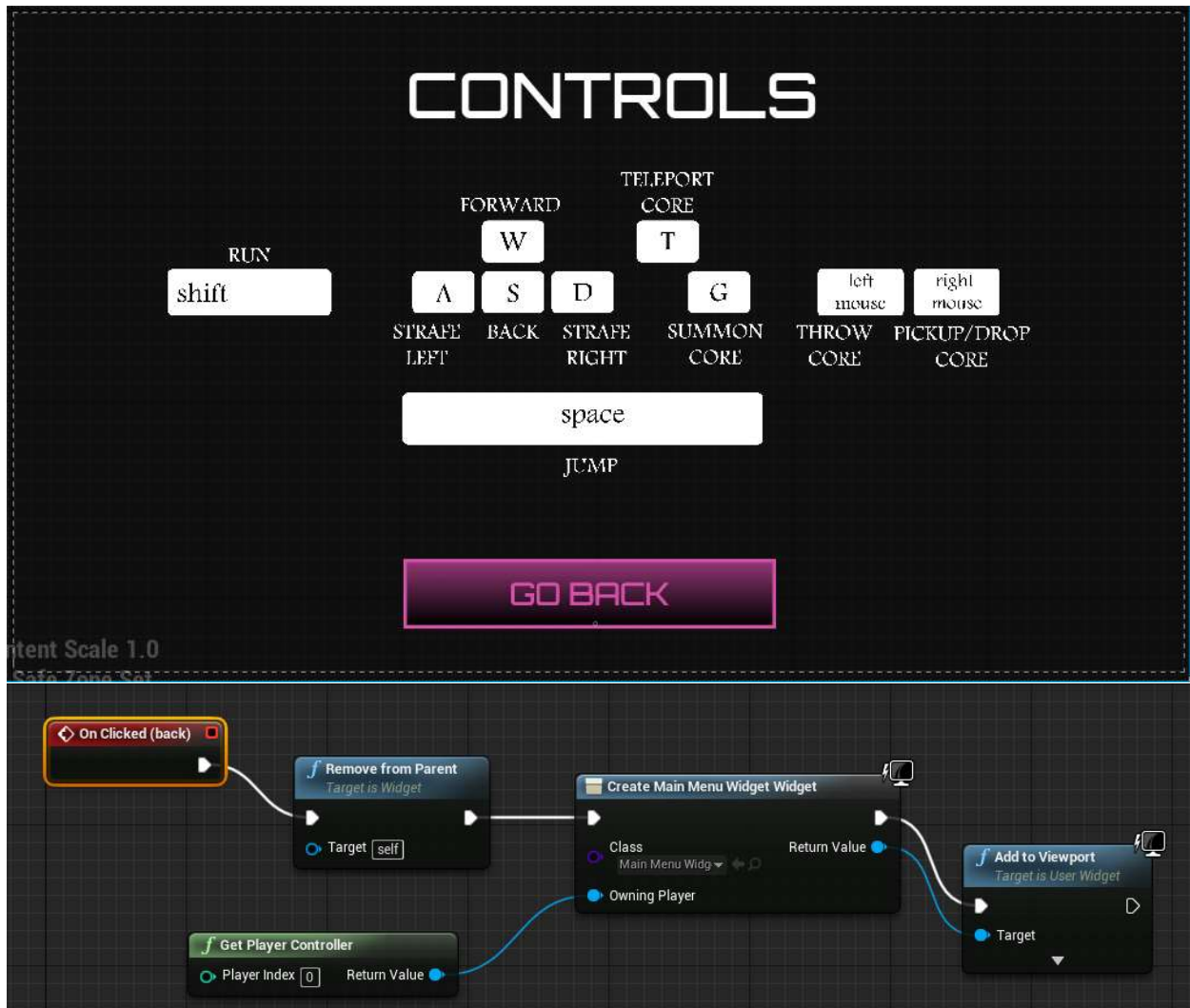
This widget can be launched from a button on the main menu. It contains some information about our team and the game. There is also a back button that returns to the main menu.



## 4.2 Controls Widget

### 4.2.1 Description

This widget can be launched from the main menu. It contains an image showing the various controls used in the game and their purposes. It also contains a button that returns to the main menu.



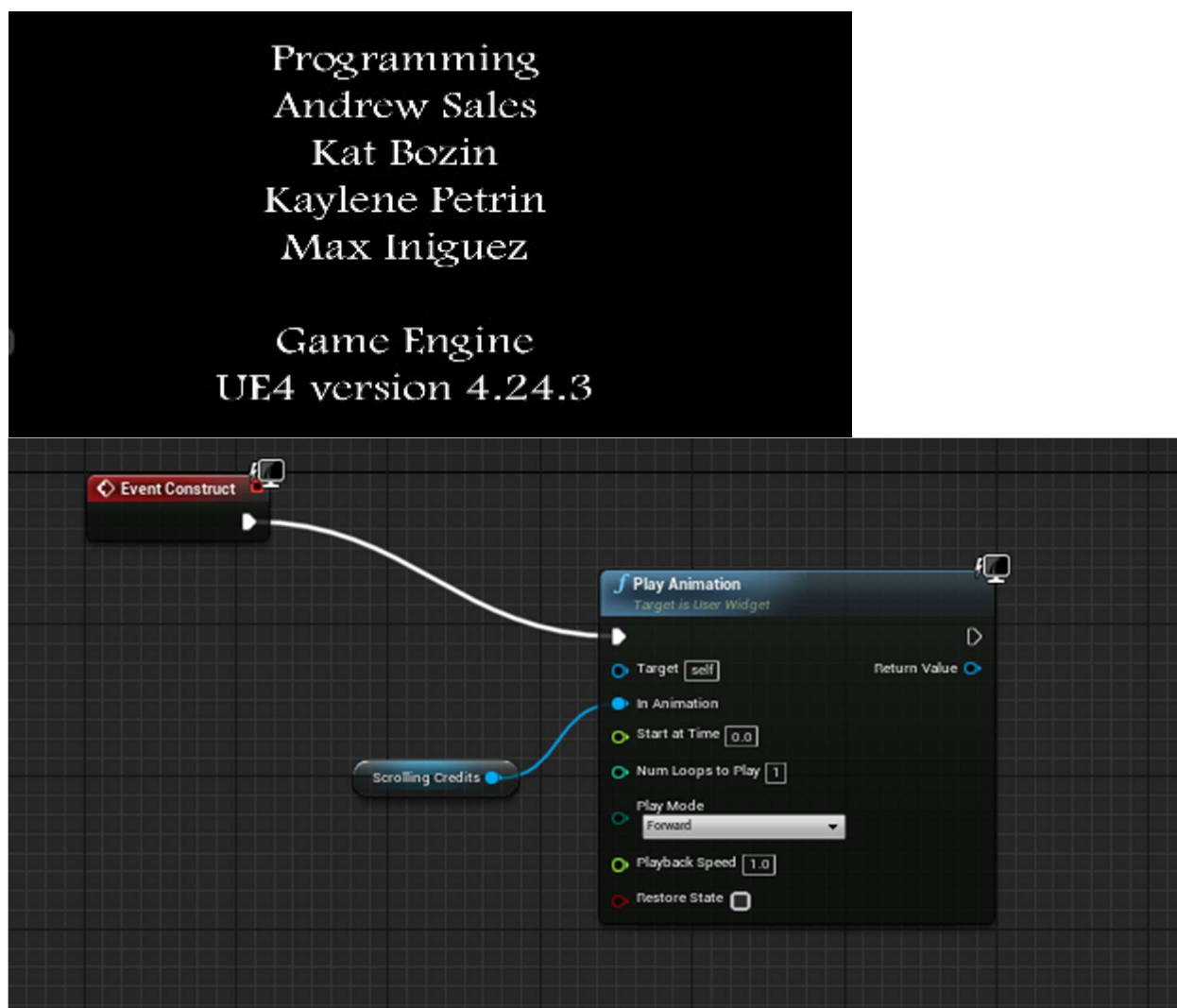
## 4.3 Credits

### 4.3.1 Description

A widget that displays a black screen and the end game credits to the viewport when the LevelToLoadTriggerBoxBlueprint is triggered.

### 4.3.2 Animation

A 52 second animation that fades to black, then scrolls credits up.



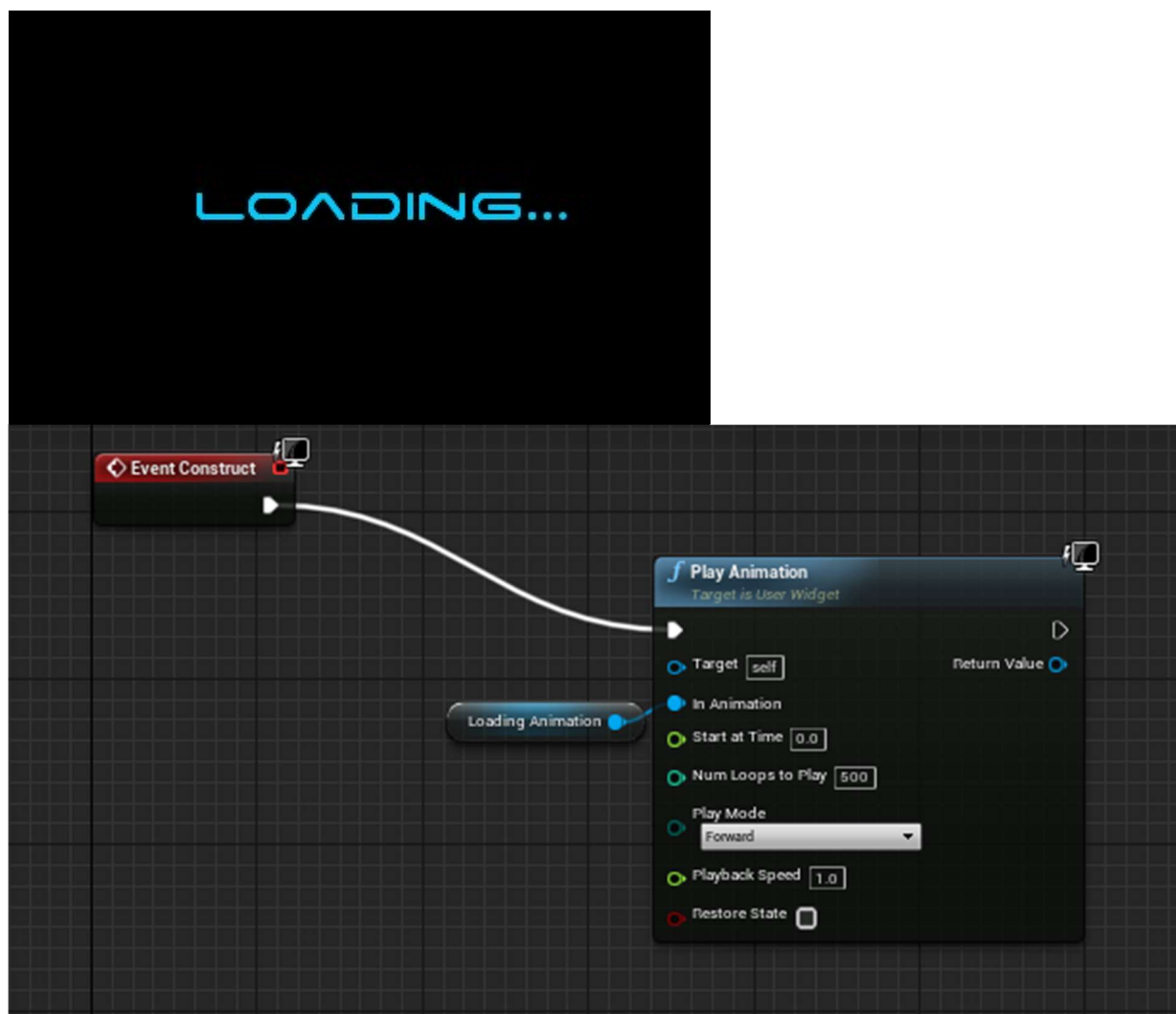
## 4.4 LoadingScreenWidget

### 4.4.1 Description

A widget that displays a black screen and the word "LOADING" to the viewport when the LevelToLoadTriggerBoxBlueprint is triggered.

### 4.4.2 Animation

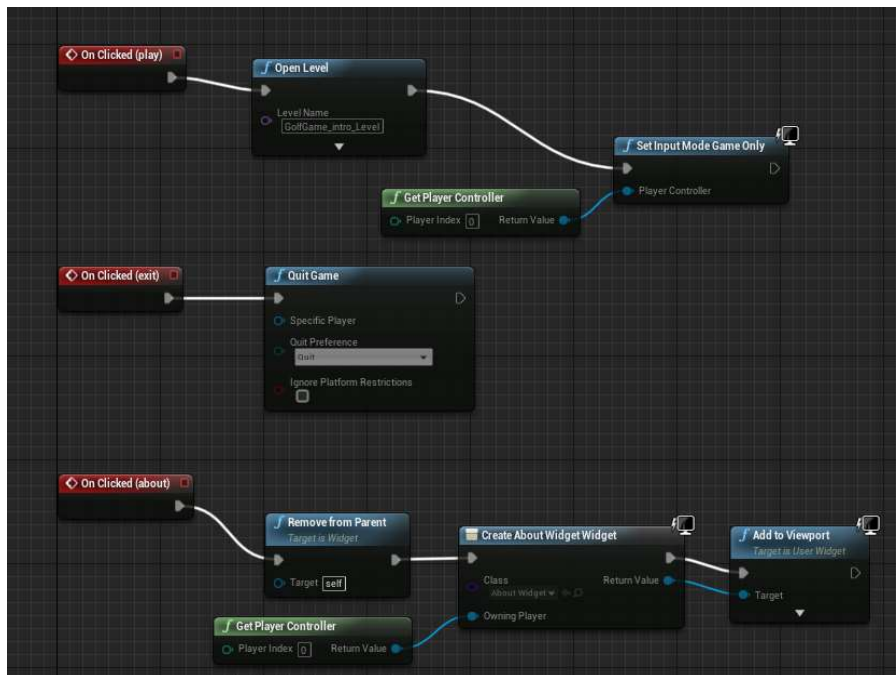
Two second animation that gradually increases dots, loops 500 times or until stopped.



## 4.5 Main Menu Widget

### 4.5.1 Description

Menu that appears at the start and end of the game. Includes options to start the game, view the game controls or about section, and exit the game.

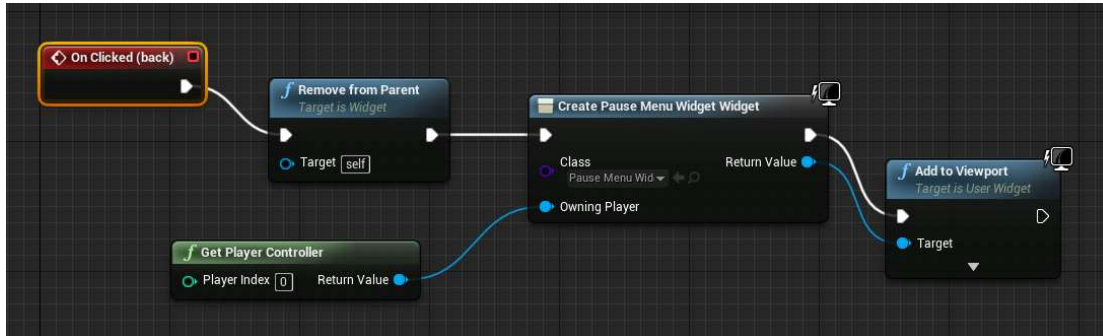


The widget is created in Unreal Engine's widget editor. Each button is also formatted in the editor and has an attached blueprint function that activates when the button is clicked.

#### 4.6 Paused Controls Widget

#### 4.6.1 Description

This widget also contains an image of the game's controls, but it is launched from the pause menu. Clicking the 'go back' button returns to the pause menu.



### 4.7 Pause Menu Widget

#### 4.7.1 Description

Menu activated by either the escape or 'p' keyboard input. It offers the option to resume the game, restart the level, view the controls, or exit the game.

