

STANDBY

Phone Interface: World Space Widget

The 5 phone screen widgets are placed, overlapping, in 'world space', and attached to the first person hand mesh. Players can use the mouse scroll to change the active phone screen state, which uses an enumeration.

The phone incorporates three key interactive screens, the inventory and objective screens and the activate screen for raycasting.

Pickup Inventory

For the pickup inventory, there are four items to be picked up; three keycards and one axe. Each item has an assigned slot in the inventory screen widget. When the crosshair is pointed towards one of these items, and the player presses 'e', a trace is performed and the object is then destroyed. The inventory screen is then triggered to update, displaying the icon in the corresponding slot for the object picked up. When the axe is picked up, the axe is also 'equipped' by toggling its visibility on and the visibility of the phone screens off.

Raycast

When on the 'Activate' screen state, users can click the mouse button to trigger a raycast to interact with certain objects, also triggering an animation of the first person character, tapping the phone.

Objective Screen

To update the objective screen with the latest task, I set up boolean variables for each objective, which once completed, would be set to true and trigger the display of the next task.

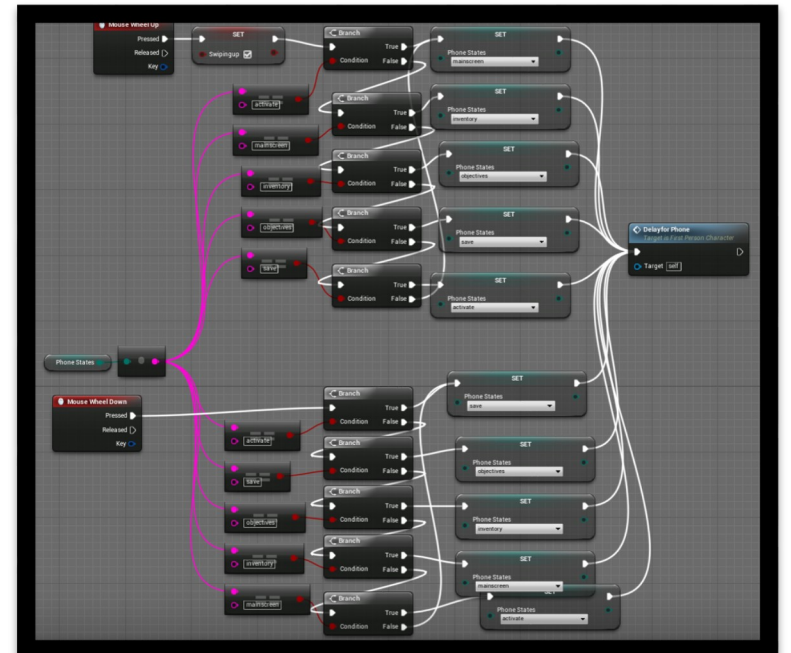


Figure 1: Mouse scroll to switch between active phone states

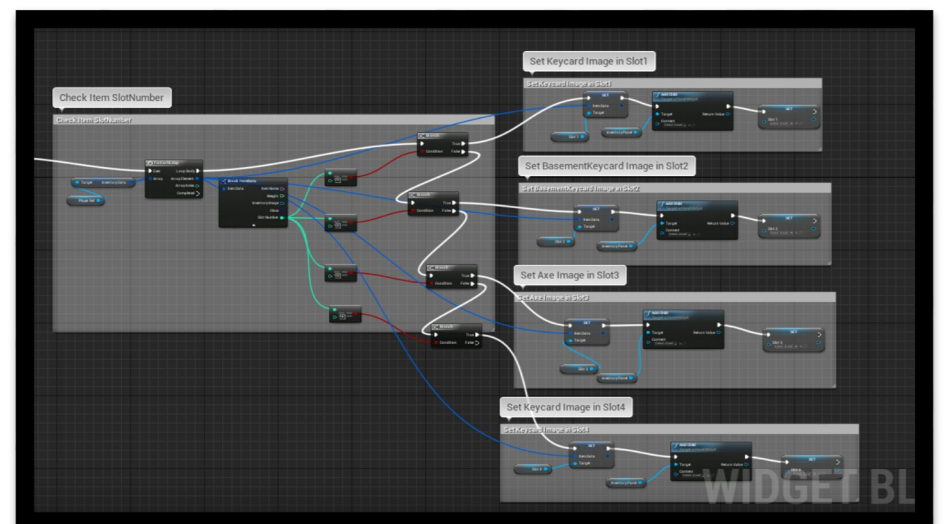


Figure 2: Updating of the inventory icon slots on the inventory screen widget.

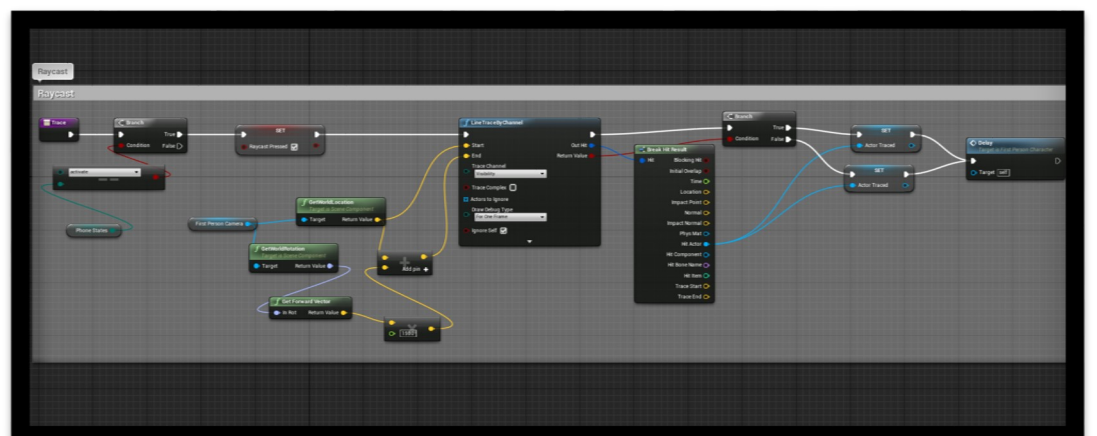


Figure 3: Raycast, trace function.

