

Marwan Charafeddine

Midterm Project 1 Logbook (Crimson Eclipse)

Date: September 21, 2024

Time Spent: 2 hrs

What I Worked On:

- Meeting with the team
 - Form pitch document
 - Discussing concept level ideas
 - Start discussing scheduling for the next month
- Created Unreal Project
 - Started M_TestLevel and M_MainMenu
 - Created Repository for GitHub and shared with Justin

Challenges:

- Discussing mechanics (not sure what we can and can't create from our vision)

Plans for the Next Session:

- Research mechanics and blueprinting for 2D side scrollers

Collaborators/Notes:

n/a

Date: September 25, 2024

Time Spent: 3 hours

What I Worked On:

- Went through and modified the pitch document
 - Added descriptions and details to many sections to create a more robust outline and put together a sort of tentative working schedule for the next month, for both programmers and artists
- Meeting with the team to finalize Pitch Document and Schedules
- More research on building 2D side scrollers

Challenges:

- Planning the schedule

Plans for Next Session:

- Detail schedule more, hopefully start importing first pass art assets soon

Collaborators/Notes:

n/a

Date: September 29, 2024

Time Spent: 0.5 hour

What I Worked On:

- Made a Trello and organized it for ease of Asset Management
- Shared Trello with the team

Challenges:

- Supposed to meet with team, couldn't get the whole team together

Plans For Next Session:

- Import/Upload some first pass Art Assets if available
- Meeting with the team to discuss the next few days of work before class
 - Further modify and confirm scheduling & tasks
- Import/Upload some first pass Art Assets if available

Collaborators/Notes:

n/a

Date: September 30, 2024

Time Spent: 1 hour

What I Worked On:

- Meeting with team
 - Helped Justin with blueprinting a hiding prototype
 - Went over tasks and scheduling again
 - Got everyone connected to Trello

Challenges:

n/a

Plans For Next Session:

- Start working on the Monster blueprint & it's chasing AI

Collaborators/Notes:

n/a

Date: October 2, 2024

Time Spent: 3.5 hours

What I Worked On:

- Trial and Error building the Monster AI
- Research → videos, consulting documentations
- Built a main menu widget screen and implemented into a level
- Made a prototype placeholder asset set for Monster (from the player sprite)

Challenges:

- Couldn't get the Monster to move, even with debug/print strings validating the node setup I tried to use, more than likely just forgetting some crucial yet simple step in the blueprinting for it's AI Controller
- Prototype art assets coming soon
- Trouble building some logic in blueprints→ not sure on what nodes to use to turn my idea or pseudocode idea into a blueprint

Plans For Next Session:

- Keep trying

Collaborators/Notes:

n/a

Date: October 3, 2024

Time Spent: 3 hours

What I Worked On:

- Class time
 - Reviewing with the team – level design, concepting, mechanics
 - Brainstorming gameplay ideas and art concepts

Challenges:

n/a

Plans For Next Session:

- Import main art assets once available
- Meeting on 6th

Collaborators/Notes:

n/a

Date: October 6, 2024

Time Spent: 1 hour

What I Worked On:

- Meeting with Team
 - Went over level design ideas and mockups
 - Imported character sprite sheets and locker animation into GitHub

Challenges:

n/a

Plans For Next Session:

- Import last demo assets for this week
- Fix/Finish Monster

Collaborators/Notes:

n/a

Date: October 7, 2024

Time Spent: 0.5 hour

What I Worked On:

- Imported Julio's work into the GitHub
 - Monster Sprite Sheets
 - Environment Tile Collection
- Created TS_EnvironmentTiles, out of the tileset collection texture provided
- Created flipbook animations for the Locker (hiding place) as well as the Monster's idle and walking animations
- Broody's original art animations need to be turned into flipbook assets from sprite sheet textures, and then swapped with the prototype anims

Challenges:

n/a

Plans For Next Session:

- Fix/Finish Monster
- Build out a Prototype level
- Make sure all flipbooks play smoothly and appropriately

Collaborators/Notes:

n/a

Date: October 9, 2024

Time Spent: 7 hours

What I Worked On:

- Meeting with team (1 hour)
 - Went over progress
 - Talked about maybe implementing PaperZD and anim blueprints
 - Went through the props with Art Team to confirm what's what
- Spent way too much time trying to build out the Monster
 - Got some parts working but it's still not complete
 - Inserted proper flip books/ animations for Monster
 - Tried a few different approaches, all with the same general problem
 - 2D 'seeking' is breaking my brain and I think it's a waste of time for me to try to keep working on this tonight

Challenges:

- Spent 6 hours building, testing, and rebuilding BP_Monster in different ways
 - Unsuccessful, learned a little 🧐

Plans For Next Session:

- Work on project in class, hopefully get some help with the Monster

Collaborators/Notes:

n/a

Date: October 10, 2024

Time Spent: 3 hrs

What I Worked On:

- Class time
 - Reviewing blueprints with team
 - Reviewing art updates with team
 - Reviewing level design

Challenges:

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Plans For Next Session:

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Collaborators/Notes:

n/a

Date: October 14, 2024

Time Spent: 1 hour

What I Worked On:

- New art imports
 - New, updated environment tilesets
 - New Monster animation sheets
 - Uploaded level design image
- Created new flipbooks for Monster(s)
- Started looking into other new ways to build the enemy

Challenges:

-

Plans For Next Session:

- Make sure the enemy works in some way shape or form

Collaborators/Notes:

n/a

Date: October 15, 2024

Time Spent: 5 hours

What I Worked On:

- I GOT THE MONSTER WORKING !!!!! 🎉🎉🎉🎉🎉
 - Modified and added blueprinting to the BP_MonsterProto blueprint within my Blueprints folder in my section

- Created a Patrol custom event that includes Actor Scaling for rotations depending on movement direction
- Movement direction and input bound to Event Tick
- BeginPlay calls Patrol off the start and sets Player Reference
- OnComponentBeginOverlap for the new WallDetectionBox component in the BP_MonsterProto → lets the Monster bounce off of blocking volumes to continuously patrol levels
- Currently the “Death” interaction just resets the level
- Meeting with team (1 hour)
 - Went over new art imports and ideas
 - Reviewed work for the next few days
 - Debriefed current state of the project

Challenges:

- Getting the rotation to work, and managing movement speed of the Monster
- I want to make the speed faster during the hunting/chasing state

Plans For Next Session:

- Look into speed management for the monster’s movement mechanics
- Start working on Sanity widget
- Pause Widget
- Credits Screen Lvl

Collaborators/Notes:

n/a

Date: October 16, 2024

Time Spent: 4 hours

What I Worked On:

- Imported new textures
 - iPhone lighting vignette from Julio
 - Props from Laura and some animations
 - Formatted Level of Detail in Asset Matrix for 2D Pixel Unfiltered
 - Created Sprites for all of these
- Made flip books for new animations
 - Broody Death
 - Broody Sanity Depleted
 - Mirror Smile
 - Bloody Paint
- Created and Implemented Pause Menu and Game Over screen
 - Pause Functionality highlighted in **Yellow** in BP_Player
 - Game over popup built into the monster for now

- Adjusted prototype levels/maps a bit to showcase our progress
- Added one more monster to prototype level
- Increased monster(s) speed

Challenges:

- PropsV2 or PropsWeek2 couldn't auto slice on extracting sprites, some of them were grouping, going to look at that in class

Plans For Next Session:

- Classwork
- Sanity Meter
- Level Design
 - Build out a proper hallway that can be copied three times
 - Different prop layouts and designs ofc
 - Build multiple "rooms" and hallways in ONE scene/level map
 - Use Target points to teleport between "rooms" using "doors"

Collaborators/Notes:

n/a

Date: October 17, 2024

Time Spent: 6 hrs

What I Worked On:

- Imported more new art before class
 - Card 2 and 3 sheets, Closet, DoorFront, Poster
- Experimented with making a new level
 - *M_GameplayTestLevel* and Tilemap for it
 - Keeping everything on the same plane at 0 on Z axis
 - Going to test teleporting with target points to other tilemaps in the same scene → we can build the whole thing in one scene
 - We'll pursue this with artist's designs in class
- *Class time* (4 hours)
 - Modified Lighting Filter into a cool shape
 - Extracting tricky sprites from PropsWeek4
 - Went over art changes and necessities for this last, next, week
 - **Level Design:** Using 3 "Hallway" Tilemaps or Floors of the School with varying Front Facing Doors in those hallways→ those doors lead to subrooms (classrooms, gym, closet, office, etc.) and subrooms lead back to the hallways using Target Point teleporting. All of the Tilemaps are in one scene, so we did it as follows:
 - Started new level *M_GameplayLevelTest*
 - 3 Tilemaps in this one Map/Scene/Level

- Started Teleport system with Target Points
 - *BP_TPFrontDoor* has an overlap collision box
 - When the player overlaps with it, it teleports them to a designated target point, which can be found in the details of the *BP_TPFrontDoor*
 - This “Door” can be duplicated and the *BP_TPFrontDoor2* can target a different Target Point to send the player to a different, separate room
 - In *M_GameplayLevel/Test*, the first door closest to Player Start leads the player to the Closet and the second door on the other side (inaccessible right now without moving the player start), leads to a Bathroom
 - *****If we can't get this to work with an interactive button (i.e. Pressing E) then we can just do this.*****

These smaller rooms like the Closet and Bathroom also need to have an overlap collision event like *BP_TPFrontDoor* but we can't use that BP since it is a forward facing door sprite, we just need an invisible blueprint that acts the same, and overlay that BP where the 'tilemap painted' door in the room is – then that BP would act the same while not being visible, and teleport the player to a specific target point, on the right side of the last 'hallway door'. That way the player doesn't have to click anything to pass between rooms.

Challenges:

- Not having the full team together

Plans For Next Session:

- Import PropsWeek5 edit (new breathing room for assets for auto extract)
 - And hopefully no bleeding on the pixels
- Build out the other Blueprint mentioned above to allow for return transfers to hallways from subrooms
- Wait for final art necessities

Collaborators/Notes:

n/a

Date: October 20, 2024

Time Spent: 5 hrs

What I Worked On:

- Imports and new official level for gameplay rooms started
- Debriefing w team and Justin separately for an extra hour

Challenges:

- Animations

Plans For Next Session:

- Building out tilemaps based on mockups and level design image
 - Hallways and Subrooms connected by target points
- Attempting to input animations wherever possible
- Credits Screen “map”

Collaborators/Notes:

n/a

Date: October 21, 2024

Time Spent: 8 hrs

What I Worked On:

Morning (2.5 hours)

- Used Edit Source Region to Extract many Sprites from PropsWeek4
 - In MyProps folder in my section
- Created Widget Pop-Ups and Corresponding Blueprints for Tutorial tips in the beginning of the game – many of these!
- Imported art and added Buttons and Credits Screen
- Imported art and edited Game Over and Pause screens
- Built out a couple of tilemaps, M_StartingLevel is a unique level with one tilemap (main menu start button leads to this)
 - It's exit leads to M_GameplayLevel_LastWeek, which will contain the rest of game rooms (hallways and subrooms, linked by target points)
 - Decorated hallway and bathroom with sprites
 - Made TM_StartingClassroom and decorated in M_StartingLevel
- Added a few SFX assets
- Organized and created new folders
- Added Input options for Accessibility (Arrow Keys or WASD for movement now AND Space or E for Interacting)
- Adjustments to BP_Player
 - Lighting Filter
 - Camera Distance
- Got an animation working for the subroom's Doorway (BP_TPFrontDoor)

Rest of the Day (5.5 hours)

- Built out a lot of the map/level design/rooms in M_GameplayLevel_LastWeek
- Including the Starting Classroom, there are a total of 6 subrooms, and 3 hallways
 - One classroom still needs to be decorated with props
 - Could add a closet on the first floor, the hallway is pretty empty
 - Need to add more decoration and finish things off
- BP_Paint interaction with a W_ThatsOdd widget popup
- 2 orbs on the map now
- New last updated wall tileset imported, collisions added
- New Hallway Tilemaps
- New Subroom Tilemaps
- Plenty of gameplay additions and modifications

Challenges:

- Decorating the levels is very tough since I can essentially only use tilemap painting for the environment tiles
 - Have to place decorative sprites individually unfortunately
 - Sizing issues result in not being able to paint with tile map

Plans For Next Session:

- Finish off rooms and level design with the help of artists on Wednesday
- Layout and place all interactables on Wednesday
 - When Justin is done with his work on interactions
 - Then we place them all in the levels/rooms I've been building
- Polish and test packaging

Collaborators/Notes:

n/a

Date: October 22, 2024

Time Spent: 2 hrs

What I Worked On:

- Debriefed with Laura on the project status
- Went over level design and decoration
- Went over story elements and interactions
- Planning for the last couple days before completion
- Backed up the project files
- Started on work to make the next day easier

Challenges:

- Not sure what interactions we will have by tomorrow, came up with a backup plan to implement “necessary” story elements no matter what during tomorrow’s work

Plans For Next Session:

- I will finish out level designs, decorations, and polish
- Placing interactable objects (from Justin) in the rooms and world to provide story progression
- Worst case scenario, I can/will implement “story element” pop ups in the way I’ve setup my previous interactions while building the map (the stuff I did yesterday, 21st)

Collaborators/Notes:

n/a

Date: October 23, 2024

Time Spent: 15 hrs

What I Worked On:

Morning-Early Afternoon (10 hrs)

- Finished Level/Map/Room design and building
 - Decorating too
 - Created and implemented several new rooms:
 - Cafeteria
 - Closet
 - Infirmary
 - One more classroom
- Made some new folders and organized some more
- Lots of widget additions and blueprint additions
- Modified a lot of widgets and blueprints a little bit
 - “Polishing”
- Added a few new SFX
- Created and implemented two major gameplay blueprints
 - Stamina Bar
 - Sanity Meter
 - Certain areas drain Sanity, and being seen/hunted by the Monster deducts a small portion instantly
 - Stamina regenerates fast, but the player is punished with a slower sprint if they don’t manage their stamina
- Made complimenting BPs for some corresponding widget popups that weren’t ready just yet
- Implemented just about everything I got from Justin

- No locked doors coded though, just implemented dialogue popups, and notes/books/doll NPC interaction
- Modified Soundtracks and current SFX to balance volumes a little

Evening (5 hours)

- Meeting with the team
 - Made sure story elements are in place properly
 - Made sure visuals looked appropriate with artists' visions
 - Debriefed team on new features from the morning session
- Adjusted a few widgets to reduce redundancy in tutorial area
- Looked at some sounds with team and decided on some last sounds to implement
- Importing new SFX and implementing PlaySound2D nodes in the right places
- Setup maps to packaged
- Import final art assets (MainMenu and 'cinematics')
 - Implement new Main Menu and Cinematics
- Final Polishing and Packaging
- Video Editing to make a trailer since Cinematics didnt work out

Challenges:

- On packaging, executable (shipping) had some issues:
 - quit buttons blurry on main menu and credits screen - not sure
 - credits screen not centered - fixed
 - redbook dialogue widget text is off center - fixed I think
 - **some sprites come out blurry and grid is visible on tiling :c**
- Some are fixable, not sure what to do about the last one
- Found solutions to the previous challenges
 - Shipping mode was causing issues
 - Packaging in another way worked better
- Couldn't implement a startup movie :(I even converted the video to a lower resolution and framerate, but it still wouldnt work in the exe
 - Made a YT trailer instead for the itch.io page

Plans For Next Session:

n/a

Collaborators/Notes:

n/a