

Alpha Report

Features Built

JB:

- Checkpoints
 - Allow for the player to set their respawn point
 - Checkpoints can be activated only once
 - Can be activated by the player overlapping with the checkpoint
- Save system
 - Created a flexible system to save data about a map. Currently saves data on the following
 - Checkpoints (whether it was activated or not)
 - GameState (contains the current active spawn point)
 - Loading data onto actors occurs after initializing the GameState (PlayableGameMode::PreInitializeComponents)
 - Saving data occurs after activating a checkpoint (ACheckpointBase::Activate)
 - The loading and saving implementation is located in PlayableGameMode

Meng:

- UI
 - Main menu
 - The first screen the player see when they enter the game
 - The player can choose to start the game and go to the map selection menu or they can choose to quit the game.
 - Map selection screen
 - View the maps that are available in our game
 - Player can click on a map to enter the level
 - Pause menu
 - Player can pause the game and choose to resume the game or go back to the main menu

Emma:

- Hammer and its breakable object
 - The player can use hammer to destroy the breakable object

- Clock (Traceback)
 - Leaves footsteps on the ground that lasts for 3 seconds. When using the clock, the character will go back to the position they were at 3 seconds ago.
- Level Transition Actor
 - Allows the player to transition to the next level

Noah:

- Upscaling - now supports DLSS, FSR, and XeSS
 - Can select preferred quality level for each solution
 - (this was far more difficult than initially anticipated as each technology has its own plugin that needs to be installed and configured)
- Ray tracing - can be enabled or disabled, along with hardware acceleration

Scheduling

Our time is on schedule. Although the game looks rough, most of the mechanisms are finished. The remaining things to do are merging the graphics implementations, adding assets, making the arena and the puzzles, and creating the boss fight. Last week was Thanksgiving break, so not much work was done. However, this week we should have enough time to implement our ideas for the game.