

Final Assignment Check-In #2
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Assignment 7 Deadline Tasks:

- Create key fragments - Completed
- Create lock that provides the player with a guide as to what type of key to make - Completed
- Allow fragments to be assembled into a solid key - Completed
- Set up player camera - Completed

Assignment 8 Deadline Tasks:

- Enable detection of correct or incorrect key arrangement - Completed
- Add animation of key attempting to fit into lock - Adjusted
- Texture key/key fragments - Partially Completed
- Allow camera to transition from key assembly to a view of the lock - Completed

I didn't get as much done on my final project as I would have liked due to me having to spend a lot of time working on my group's 170 game in anticipation of playtesting prior to our playable release. I was able to get joints working on the key fragments so that they are able to connect together and prompt the player to check if the key will work in the lock after enough pieces have been connected. One unexpected task for this week was adding UI elements. They weren't very tough to implement, but formatting the text and having it trigger based on other GameObject variables was a bit weird.

I found it very awkward trying to make the joints work without them spazzing out or appearing disconnected at times. I also would like to add a metallic material to the key fragments to make them look nicer. I'm hoping to get work done on it early this week so that I'm not tied up with 170 work again and feel pressured to complete tasks towards the end of the weekend.

Link to update video: <https://youtu.be/UVv6yziNaQ0>