

Final Assignment Check-In #3
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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

Assignment 9 Deadline Tasks:

- Add key sounds and/or ambient music - Moved
- Add effects to key fragments and their assembly - Partially Completed
- Texture lock - Completed

I spent the majority of my project work time on adjusting the scripts or fixing bugs with the key piece movement. It was frustrating trying to get the pieces to stay together and random issues would pop up that I had to deal with. One such problem that was particularly time-consuming was that all other puzzle pieces would move slightly with the key movement once the first joint on the key had been made. Fortunately I was able to make a bunch more key fragment models and outlines to use in the lockbox. I also learned how to implement and made use of subroutines, which I found to be incredibly helpful.

I ended up rolling back some of the big features I wanted to implement because I didn't give myself enough time amidst 170 game work and other finals, and as usual I found writing scripts to be challenging. I am glad, however, that I got to work on several parts of Unity design that I haven't gotten a chance to work with before, including making 3D models and manipulating new gameObject components. I'm also really happy with my Unity and C# abilities now since I didn't have any experience with either going into this class.

Link to update video: <https://youtu.be/9KcsLoWXvyI>

GitHub Repository Link: <https://github.com/mocsmith/121Final>