

Report Week 45

Team

Arunanthi Gunapalan
Henrik
Rafal

Project idea

Fast track. A game where you work as a tsa airport agent. You have to check passengers and scan their items. Judge whether they are suspicious or not.

Previous week status

Progressed towards MVP.

Current status

Worked on creating a basic level. Overall progressed on MVP. Created a dialogue box prefab.

Outcome

Got some gameplay functionality implemented. Created more music tracks, waiting on feedback from others. Implemented hazard controller, created character controller for moving NPCs, implemented buttons for moving NPCs, made NPCs spawn continuously.

Problems encountered

Problems with implementing luggage features and game logic.

Next steps

Work further on MVP. Think of new features and hazardous items to add. Implement dialoguebox to the game.