Progress report č.1

HRY 2024/25 - Team 8

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Project state

Game design

In the current state, all of us have agreed on details from the design document and we have a firm picture of what we want to achieve in the end. We have slightly adjusted several gameplay aspects based on internal discussions.

Assets

All icons in the inventory and on the screen, player model as well as all enemy types have been created.

Pic. 1 and 2 - Assets

Engine

The main player UI (including the player's sanity, health, inventory and progression items collected) is implemented. The player has the ability to move around and interact with items in their surroundings. These items can then be used from within the player's inventory. The enemies have a simple AI.

Pic. 3 - UI, simple test scene

Gameplay

Inventory and item management is implemented and the player is able to shoot the shotgun at enemies and use about half of the designed items. The player is able to pick up and drop items from their inventory, cycle through the items in their inventory, reload the shotgun, turn on and off their flashlight. The items in the inventory can stack (if applicable).

Work done

- Jaroslav Jelínek - Creating models and icons in Aseprite app and posting it in the Discord server (30 h)

- Josef Macháč - Enemies and its navigation, shooting. (~30 hrs)

- Valerii Nabok- Creating a lighting mechanic, interacting with objects and saving progress(~30hr)

- Michal Sládek - Inventory and item implementation, UI design (health/sanity bar, hotbar, progression items), model imports into Unity (~25 hrs)

Future plans

Game design

If something proves to be too complex to implement, we will revisit the design document and discuss it internally.

Assets

Textures for the world as well as objects in it will be created. Animations will be started.

Engine

- Enemy AI improvement (can see and hear the player, idle walking, etc.).
- Main menu and pause screen UI.
- Sounds.
- Lighting improvements.

Gameplay

- Implementation for the use of the rest of the items (keycards, axe and small rocks).
- Level design and scripting.
- Sanity game mechanic implementation.