**Week 4 Report**

**Summary/Reflection**

This week’s focus was on finishing a rough version of the tutorial level, making the project compatible with generic controllers and fine tuning cameras.

Another GitHub problem arose last minute but a backup version has been supplied for the purpose of this presentation!

**Achievements**

* Implemented Tutorial level sections
* Playtesting tutorial level and bugfixing / adjusting level design
* Fixing major bugs
* Changed controller support to allow for both keyboard and controller use at the same time
* Modelled Tutorial Levels
* Finished texturing 3rd tutorial level assets
* Implemented new assets
* Created prefabs, Materials, Textures for new assets
* Updated Xbox Inputs / controller layouts
* Commenting of existing scripts and new additions

Tutorial Level completable (still requires some work including lighting)

Pause & Option & Dead panel

Audio pass within scenes

Game Complete Scenes

Bug: Sliders is not working: input axis horizontal is not setup

**Problems**

Updating of new meshes brought some additional problems which took time to solve (i.e. re-materializing (yes, it’s a word) / texturing meshes)

Last minute github issues

Overwrite local files

Unity version.

**Plans**

* Implement Industrial level models/textures
* Complete Tutorial Level
* Playtesting/Bugtesting all levels
* Model & Texture Industrial Level
* Draw cut scene comic strips
* Fix any last minute models/textures

Complete new camera mechanics, start replacing and optimizing textures + Materials.

Controller Scripting

Mechanic Refining

Begin writing up test templates based on lecture material

Organize Skype meetings/minutes

Animation of tutorial level

Improve camera

**Other Notes**