Collaborative Virtual Environment ☆   Personal   ⊕ Public   Invite

Miscellaneous ...

Yellow - Yoshi

Red - Manuel

Purple - David

Blue - Habtamu

Dark Blue - Tomis

Make Building skeleton

☑ 1/1

Make Stairs

☑ 1/1

Signs outside each floor

☑ 1/1

Doors open and closing

☑ 1/1

Make elevator to each floor

☑ 1/1

Teleport inside to Reception

☑ 1/1

Teleport outside to UWS Sign

☑ 1/1

Floor01 Reception

...

Reception Models

☑ 1/1

Key pass to locked doors

☑ 1/1

Floor02 Cafeteria

...

Cafeteria Models

☑ 1/1

Floor03 Audio Floor

...

Voice Recording Studio

☑ 1/1

Orchestra with 16 instruments

☑ 1/1

Speakers that will play music. Can
pause, volume up or down, or change
song

☑ 1/1

Floor04 Animation
Floor

...

Motion capture room. Player can do a
series of animations which are
recorded, and the player's animations
can be played back on screen.
UNDER CONSTRUCTION!!!

☑ 1/1

Computer hooked up to a website, to search for 3D models. The models will automatically appear next to desktop. UNDER CONSTRUCTION!!!

☑ 1/1

Floor05 Conference Room   ⋯

Powerpoint presentation which shows what game engine is best (e.g. Unity vs Unreal)

☑ 1/1

Voting system for ideas to pass

☑ 1/1

Editable boards to add ideas onto a board

☑ 1/1

Floor06 Programmer's Floor   ⋯

Computer hooked up to a website

☑ 1/1

Screensaver GIF. Activates and deactivates when player enters/exits a certain radius

☑ 1/1

Unity Docs and Promotional Video

☑ 1/1

Unreal Docs and Promotional Video

☑ 1/1

Version Control - Git, GitHub, GitLab, BitBucket, What is Version Control

☑ 1/1

LSL Scripting, LSL Script Generator, Pastebin, SecondLife Server Commands

☑ 1/1

Floor07 Gym   ⋯

Try and import Blender Models into Imprudence

☑ 1/1

Blender Models import did not work. UNDER CONSTRUCTION!!!

☑ 1/1

Floor08 Server Room   ⋯

Make servers

☑ 1/1

Big red button which will make the server machines burst into flames, the alarms sound, and everybody is teleported back to the UWS sign and studio damage is reset.

☑ 1/1