

Before the beginning of the proper FMP, I had already made a few sounds ready for use. I'll be adding to this as we go on. I need more player sounds and environmental sounds, since they'll be the main showcased thing.

Also, while halfway doing some of the written work, I made a few pieces of coding to get the teleportation mechanic working.

```
public class throwPort : MonoBehaviour
{
    public GameObject player;

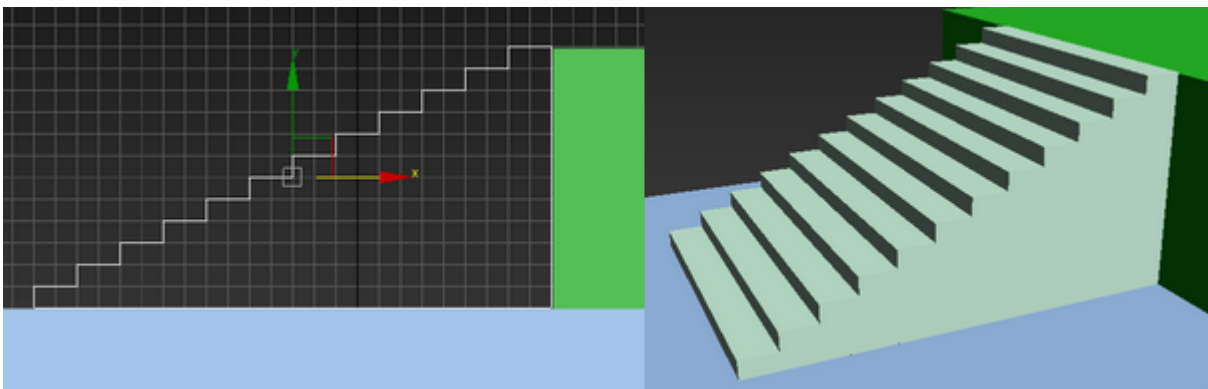
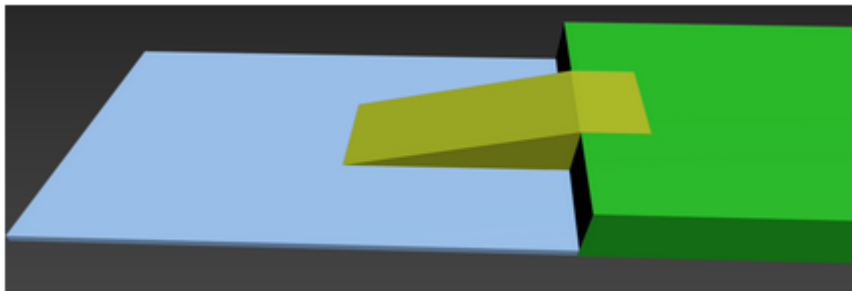
    void OnTriggerEnter(Collider other)
    {
        if (other.tag == "Ground")
        {
            GetComponent<Rigidbody>().velocity = Vector3.zero;
            player.GetComponent<CharacterController>().enabled = false;
            player.transform.position = transform.position;
            player.GetComponent<CharacterController>().enabled = true;
            gameObject.SetActive(false);
        }
    }
}
```

- armour
- boss_addonais
- boss_cozimo
- boss_finale
- boss_zephro
- enemy
- environment
- player

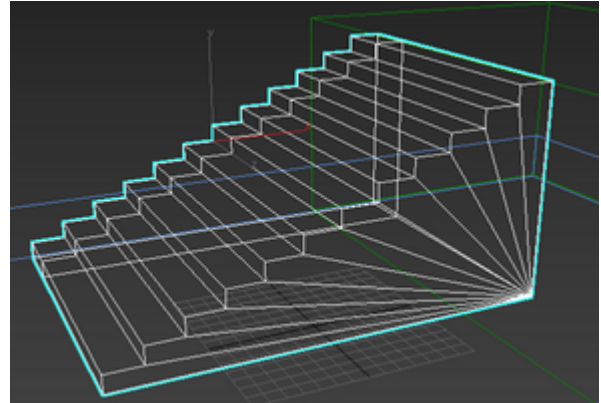
14/05/19

This is one of the rooms. I haven't got the walls on yet, but I've got the general shape of the room. I know which places doors will be, the way in, the ways out, and how the design of the room looks.

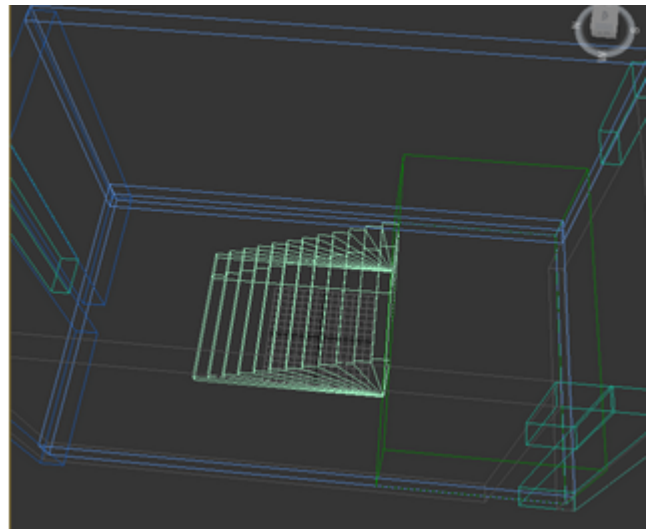
During this, I found a much easier way to make the slope with the stairs in it, without having to mess about with so many wasted polygons.



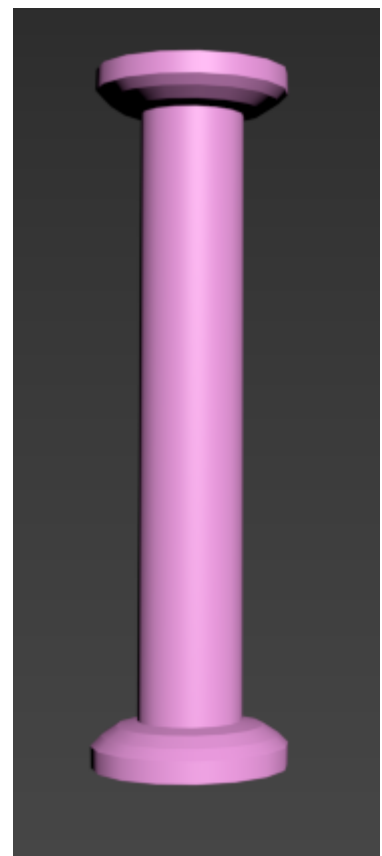
Using the line tool (and snap tool), I could make regular stairs, and once I closed the spline, I converted to an edit poly. After a bit of extruding, we have what's on the right. I moved it into position, and next I'm just making sure it isn't a massive ngon. After giving it a "turn to poly", I can limit the amount of polygons it's allowed to have. This is set to 4, since that's the most sides a poly can have without it screwing with things. Finally! A room is ready (sans the walls and details, which I'm getting to) I also fixed a small issue with the upper level not properly joining to the stairs. Nice.



This is the interior without designs and also without the roof. Technically the roof has some holes in it so that when I light bake in unity, it should have specific amounts of light coming in.

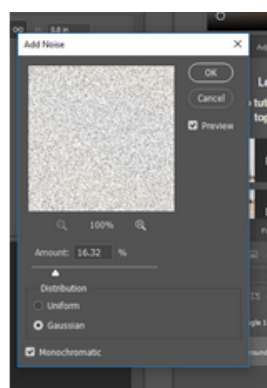
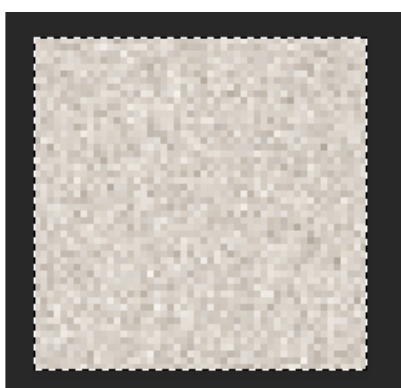


Meanwhile, I've started working on some of the internals. The room is supposed to have two pillars beside the top of the stairs, so I got to working on them. Using the line tool and some lathes, I could easily create the basic shape of a pillar, albeit I was unhappy the first few times with the base shape, and had to redo it. Though untextured at the moment, actually having the asset to hand is a good thing. After making sure they stayed within the polygon boundary and that they line up perfectly, I'm leaving it as is while I work on some textures for it.

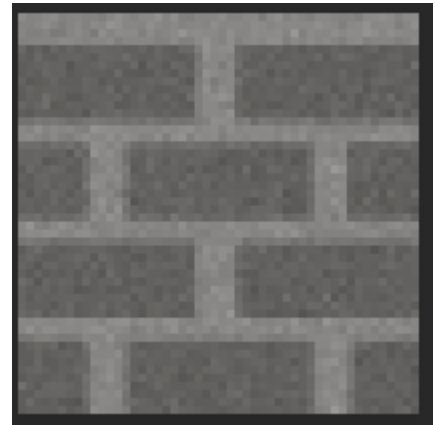


By adding noise to a regular light-beige background, I've created something that looks pretty similar to a marble pillar. Perhaps if I used a different base colour, I could make it work with any of the stone colours as they change further into the dungeon.

I also added a mosaic effect to it to make it look less sharp and static-like.



Huzzah! I've made the first stone texture. This means I've got a basis for the rest of them, which is great. The easiest way to do this is for me to save the former base, which *does* retain the layer 1 colours, however it doesn't have the textured look to it. Using add noise and then mosaic'ing both layers, I can create something that looks a lot more like stone!

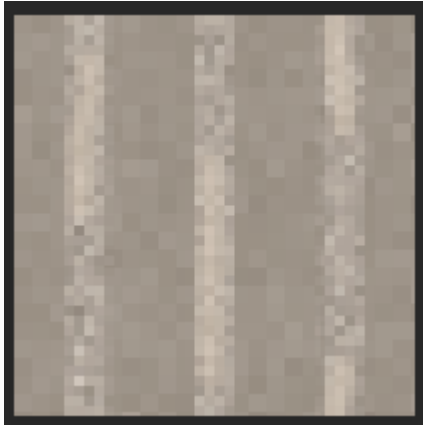


21/05/19

I've started adding a few textures on. The UVW Map and Max seem to hate me when I go for the box wrap, and I'm working on getting the walls done. Extruding and pulling verts about. As you can see, however, the texturing is working just fine.

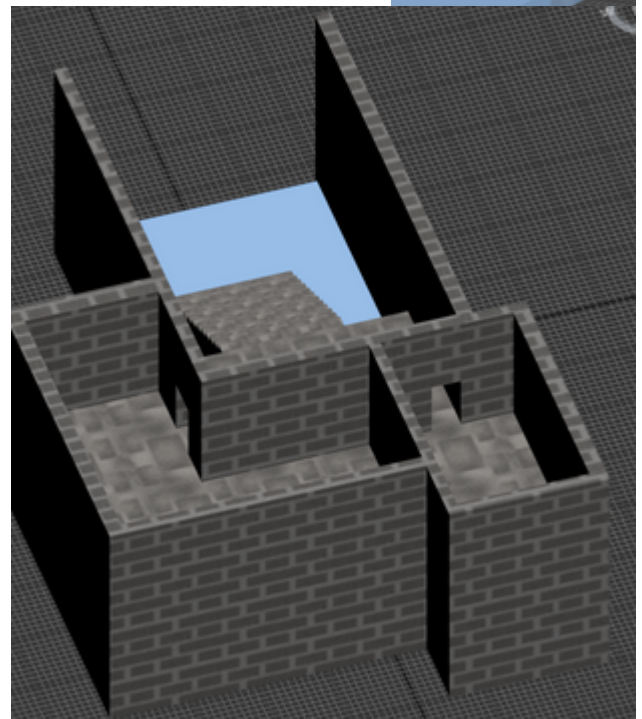
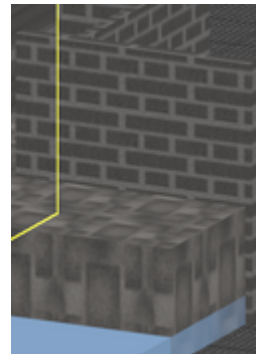
I now have three of the rooms built in the most basic form. I'm still working on capping off the other room and creating its doorway to the next, but I'm very happy with what I've achieved so far.

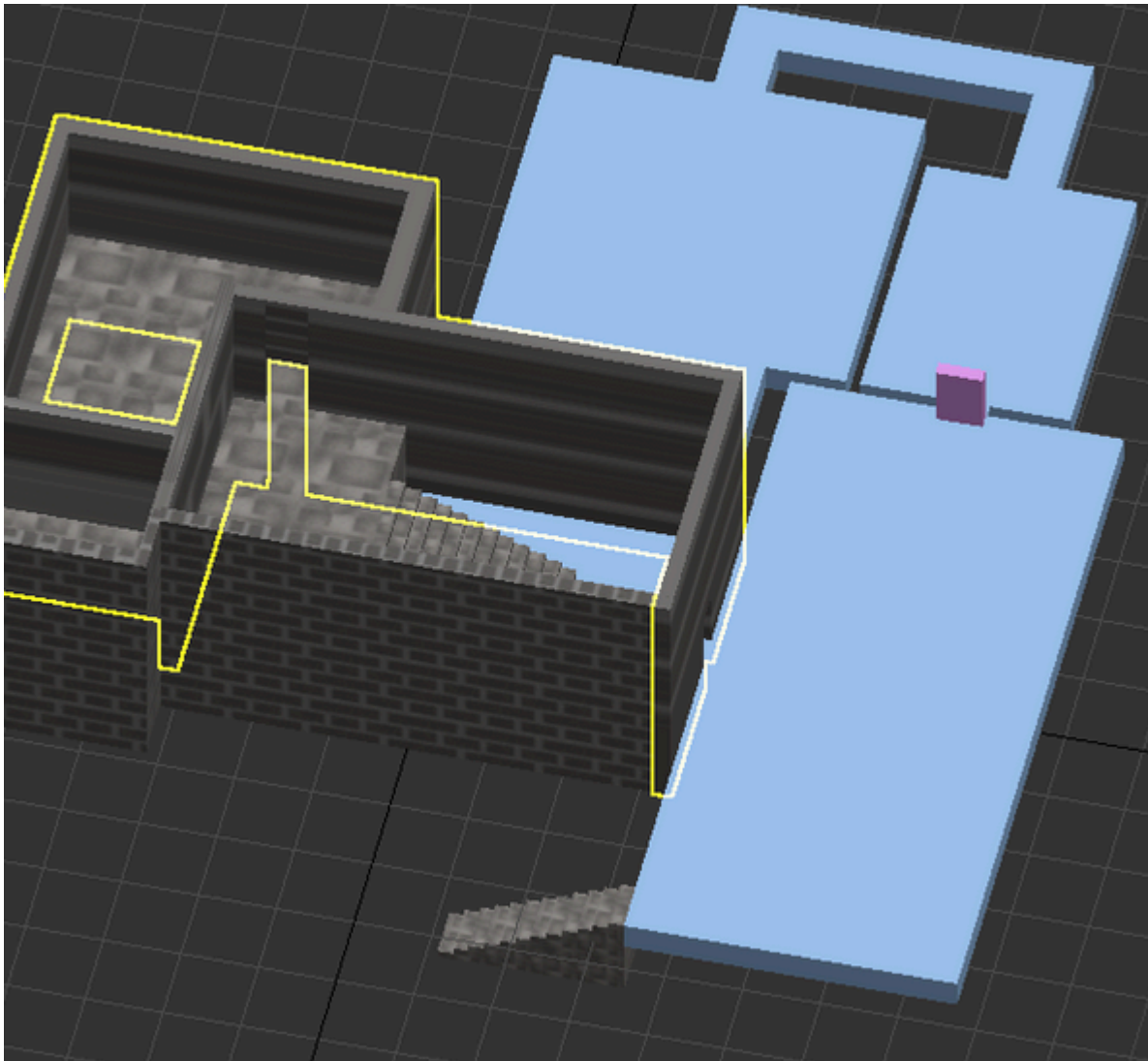
Just remembered I need another texture for the pillar. Used the same method as the walls and flooring, since it'll fit with the aesthetic.



Unsure if I'm happy with it right now. If not, I'll come back to it later and add to it.

UVW map needs the length set at 0.254m for the walls, 0.1m for each tile.



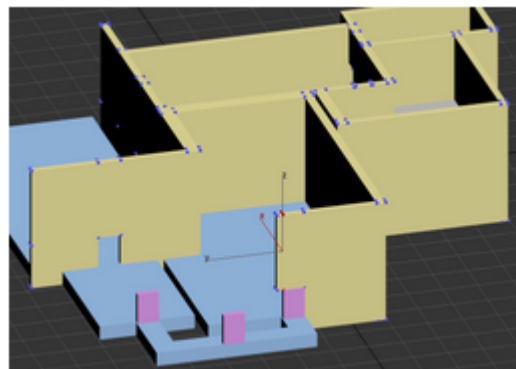


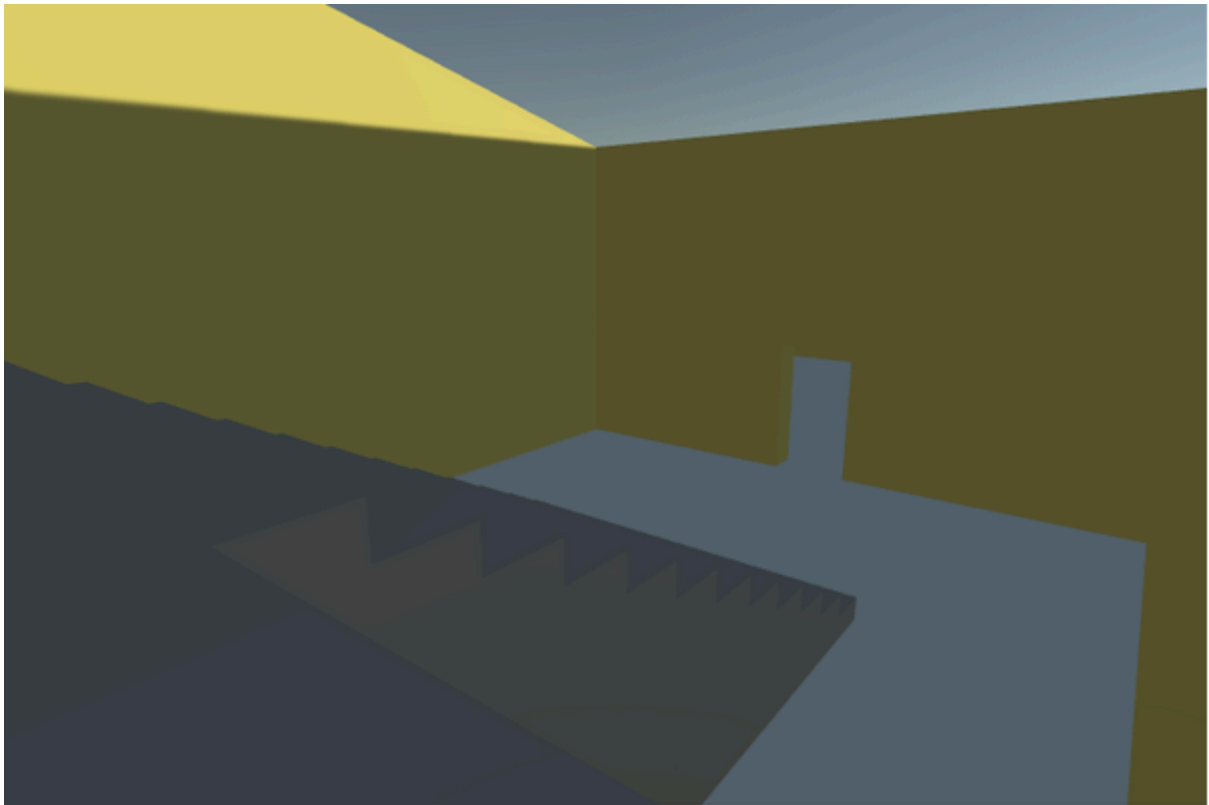
The wall still hasn't been fixed, and I'm not looking to fix it until all the walls are done. It means I don't have to mess about with the UVW map again.

23-24/05/19

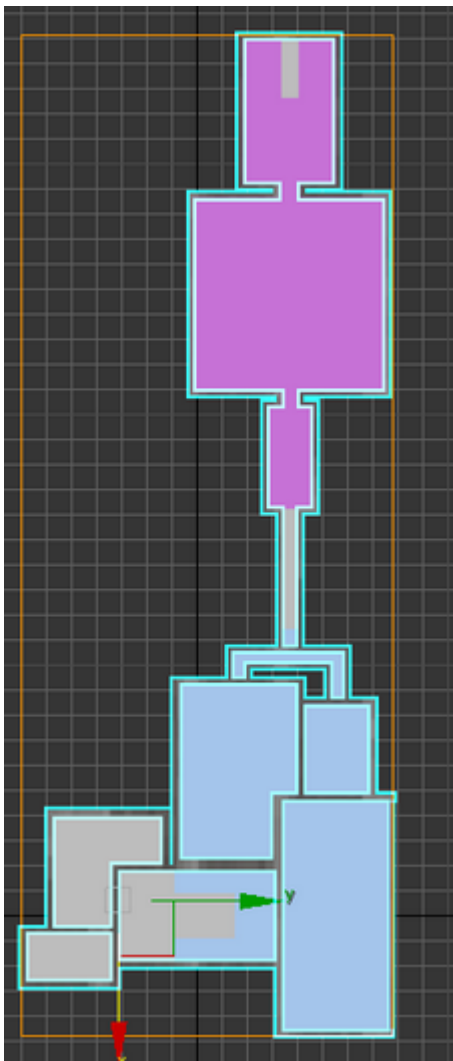
I decided against having it go to a lower area and instead to a higher one. Underground areas are cool, but I think they'll fit better in a different layer. Also, when swapping PCs, the textures didn't load, which is tolerable, I suppose. I'm thinking of making the roofs of certain rooms go a bit lower, since it's quite high right now.

I've also changed the height of certain rooms, to make them feel a lot more varied.





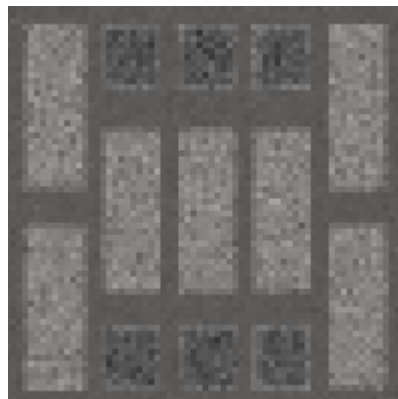
This is how it looks in Unity right now, without textures or a roof. I'm pretty happy with it, I'll be honest.



29/05/19

As you can see, the whole interior of layer one is now done. There's a lot less rooms than I had planned, but I'm sure it'll be fine. I just need to work on the actual interior design with things such as the bookshelves in the larger purple-floored room, and what's going to be in the rest of the rooms.

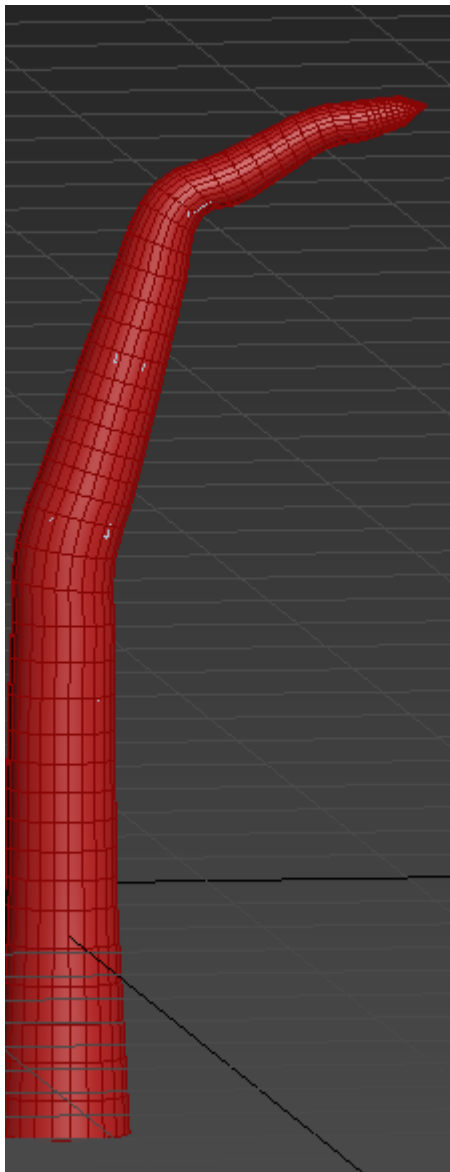
Also, turns out I need to make a texture for the roof.



I now possess a roof texture.

Also, I've changed the walls to be 0.1m on the length, and 0.15m on the width and height, so it looks better.

I've also fully done the roof! Once I've added the textures I'm gonna put it into Unity to see what it looks like. The UVW map for the floor as 5m on all three of height, width and length, **except** for the stairs, which have LxWxH set to 0.15m.



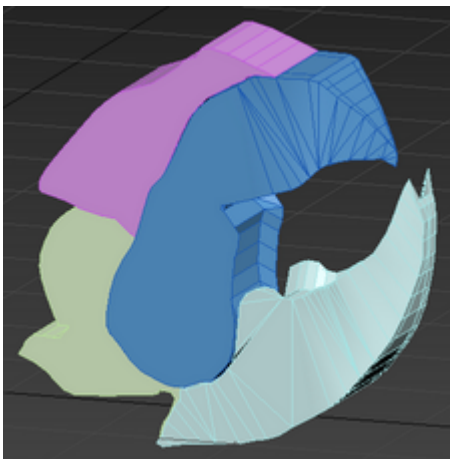
4/6/19

This is a tentacle. I'm gonna make one enemy, which is gonna be this thing which hits you with its tendrils and also snares you and drags you towards the mouth, which I'm creating here.



7/6/19

Okay so it took me a while, but I have the beak. I'm just not sure how I'm going to add the animation of it biting. I've also decided that each piece will be a separate entity, between the biting mouth, the snaring tentacles and the lashing tentacles. It's just a minor setback, honestly. I'll work it out.



11/6/19

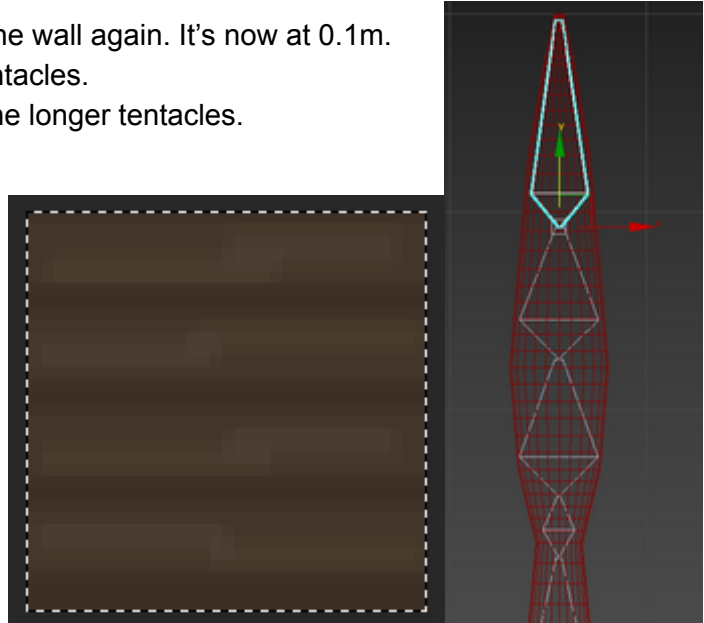
Ok I went back and I decided to change the wall again. It's now at 0.1m.
I've been working on the beak and the tentacles.
This is what the bone structure is like in the longer tentacles.

18/06/19

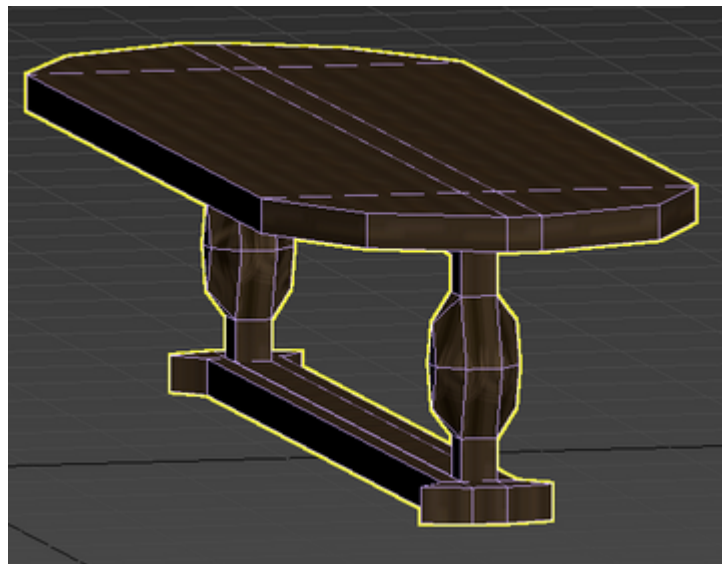
Also, a new wood texture, for the table I made.

I made the table yesterday, technically.
Also, I forgot to mention about the bookshelf and the books I made. Need textures for those too.

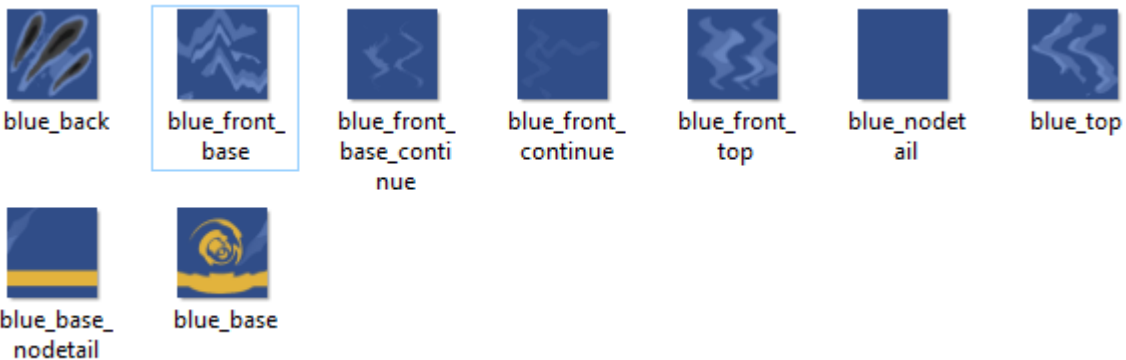
Got so annoyed at the texture I just rotated the old wood texture. It works, though!



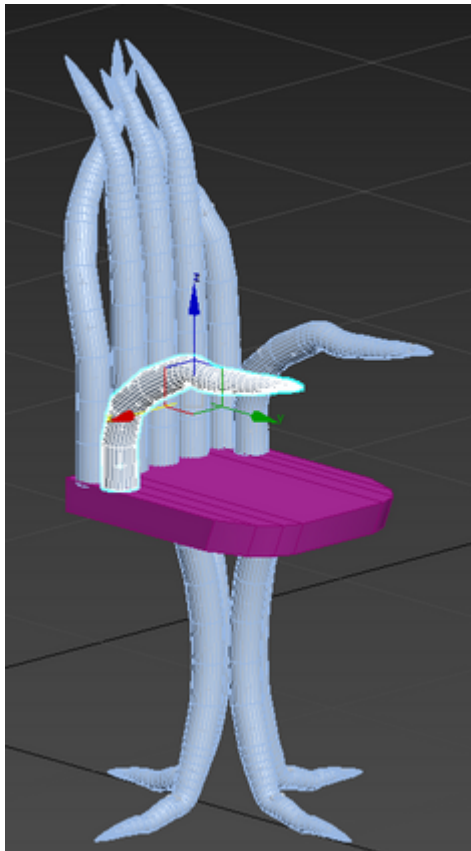
This is the table with its three textures. The original wood texture on the base, the second wood texture on the table face, and on the lumps in the legs, a third texture which is this one.



I also created a load of textures for the books. Mostly only blue so far, but I'll work on the others soon, unless I don't think I have time.



Right now I'm struggling to actually attach them to the book, so I exported it mostly with the blank texture.



20/06/19

Along with exporting a couple more roof pieces since the other one didn't scale properly, for some reason, I created a chair to go with the table. This is the untextured version, however the textured one has been exported and is ready to be put into my Unity build.

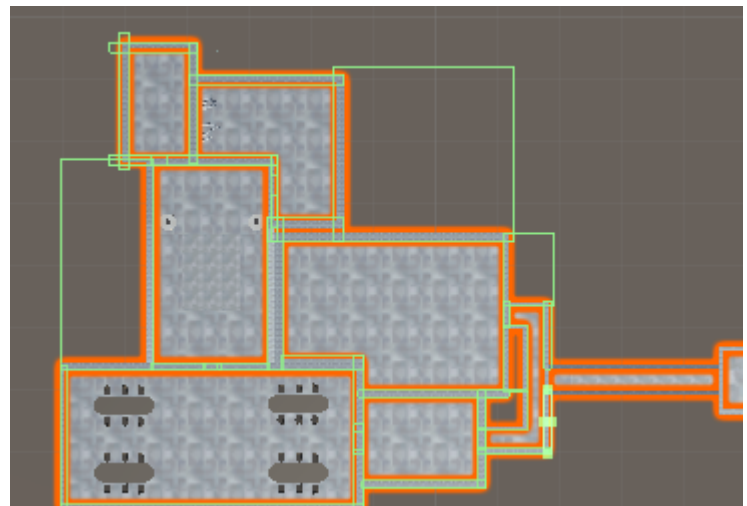
Since I couldn't get the correct version of Unity on my computer (it refuses to download, and I can't understand why) I'm aiming to get everything done tomorrow.

That means sorting out the menu, attaching the sword I created a while back to the player character and making sure they can attack with it, putting sounds on as *well* as building up the area. All I need to do is buckle down and focus to make sure I can achieve everything.

21/06/19

To make sure that the teleport pad doesn't travel through walls and cause issues, I need to attach box colliders to each one separately. The main error that was happening was that the teleport would go through a wall, or teleport you *inside* the wall. This isn't a fast fix, but it's a fix.

After this is done, I'm working on the mechanics, then the menu, then attaching sound to everything else.



During adding the mechanics and sounds (I decided it easier to do them both at the same time) I encountered an issue in making some of the keybinds work correctly. I was using `input.getbutton`, however as a conversation occurred [here](#), it stated I needed `GetKey`.

FINAL SUBMISSION: STANDING ERRORS, MISSING ITEMS AND JUSTIFICATION.

Basically the TL;DR of this whole thing.

As it is, my submission is missing the menu I had planned, an easy way to quit the game, a few models and a *lot* of mechanics.

Missing Models

The models missing are the book and bookshelf, and most of the squid. Though its tentacles can be found in one of the rooms, it doesn't hurt the player, nor can you interact with it. The main reason all of these things are missing is because I didn't give myself enough time to implement them all, along with their mechanics and such. Because of this, a lot of the rooms are barren.

Mechanics

The main reason a lot of my mechanics are missing is actually due to a load of errors I got while working on it. Though many of them *are* in the game's code, they simply fail to work, despite the fact they have the necessary prefabs to instantiate (the firebolt), and the necessary sounds (health check)

The missing health sounds are [here](#). The regular variant would have played when at 46-60 health, the increasing variant at 31-45, the quick variant at 16-30, and the warped variant when at 1-15.

The firebolt was supposed to instantiate a burning bolt from the sword that traveled at a set speed from the sword, disappearing upon hitting something and dealing damage. As there was nothing to be damaged, or damage you, neither of these mechanics had much of an impact.

Justification

It may be difficult to distinguish how this links to "historically elemental", however I stand by my reasoning that the historical part is that you are in an old-style castle, and the elemental comes from your magic (the fire that *is* visible on your sword), as well as the planned/possible juxtaposition between the water-themed enemies (the squid), and your fire. Since I was unable to implement all of my magic mechanics, I decided to make you capable of using the ones I created at the same time.

Had I organised my time better, I'm certain I would have had more done and working. It's honestly a pity, and I'm disappointed in myself.