

The Memory Chamber

Targets

4.5 Alpha Release

Task Name	Assignee	Deadline	Planned
UI: Sanity Bar	Muhammed	07.01.2026	3
Online Note System	Muhammed	07.01.2026	12
Sanity System (Basic side effects)	Aleksandar	07.01.2026	5
Refined Companion Logic	Louis	07.01.2026	8
Basic Win/Lose conditions	Louis	07.01.2026	3
Basic UI	Jasmina	07.01.2026	4
Game Loop: Find the password	Aleksandar	07.01.2026	6
Game Loop: Find the murder weapon	Louis	07.01.2026	6
Game loop: Prevent the murder	Muhammed	07.01.2026	6
Audio: Search/Create assets	Louis	07.01.2026	3
Shaders: Create/ Search	All	07.01.2026	8

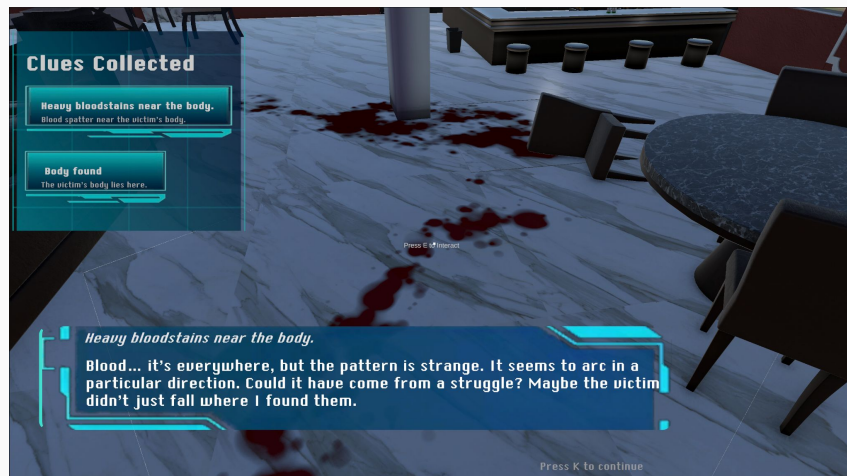
Current progress

What we have completed:

- Environment mechanics
- Online Note system
- Game state management

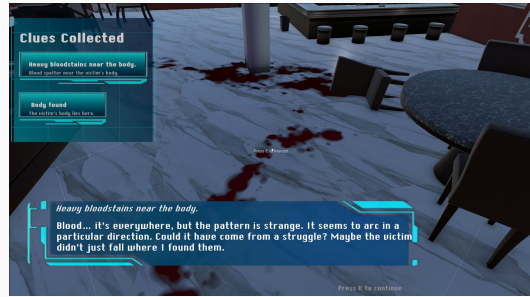
Scene Reconstruction

- Explore the room and **inspect clues**
 - Each clue reveals an **internal monologue**
 - Found clues appear in the **clue log**
 - Collect all clues to unlock the puzzle
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- **Arrange clues chronologically**
 - Correct order **opens the next area**



Scene Reconstruction

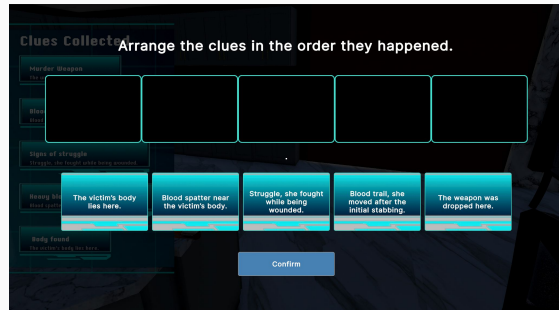
Inspecting



All clues collected



Reconstructing



Next room unlocked



Memory Wall System

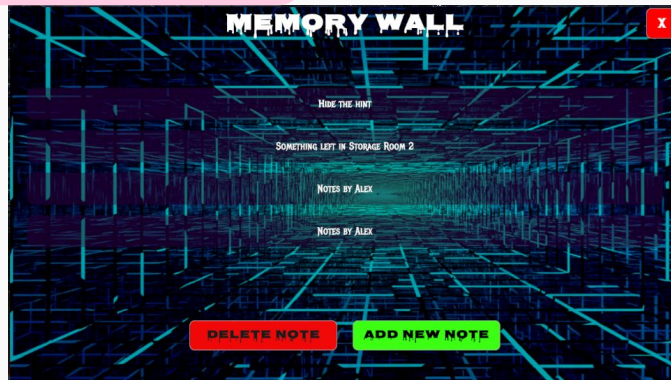
- Cloud-backed memory board where players can read, create, and delete notes.
- Notes persist across loops and **across game sessions**, stored on a remote database.
- **Player Interaction:** Approaching the wall shows “*Press E*” to open the UI (unchanged).
- **UI Features:**
 - ◆ View past notes per loop (server-filtered).
 - ◆ Double-click to read full message
 - ◆ Add new notes using word-category system
 - ◆ Delete only your own notes (server-validated).
 - ◆ UI layout and interactions remain identical to the previous version.
 - ◆ Players can create messages with a maximum of 10 words.
- **Technical:**
 - ◆ Fully migrated from local JSON storage → **Supabase PostgreSQL backend**.
 - ◆ All notes retrieved, inserted, and deleted via RESTful API calls.
 - ◆ Cloud-hosted database ensures persistent, scalable, multi-session data.
 - ◆ Improved data integrity: deletion restricted by player name on server

Memory Wall

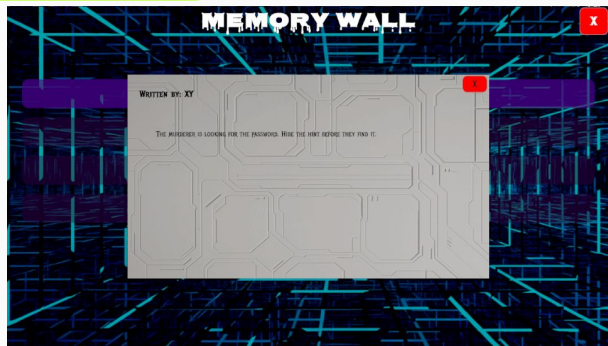
3D Model



Notes Overview Page



Detailed Note View

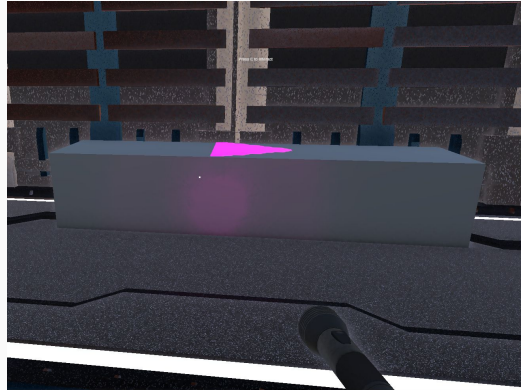
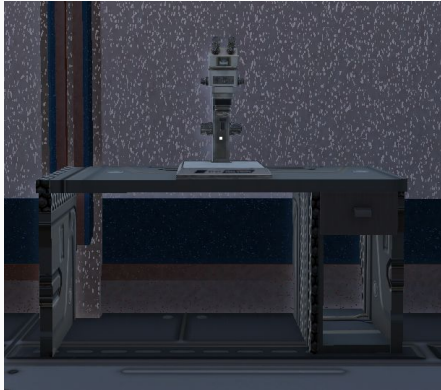
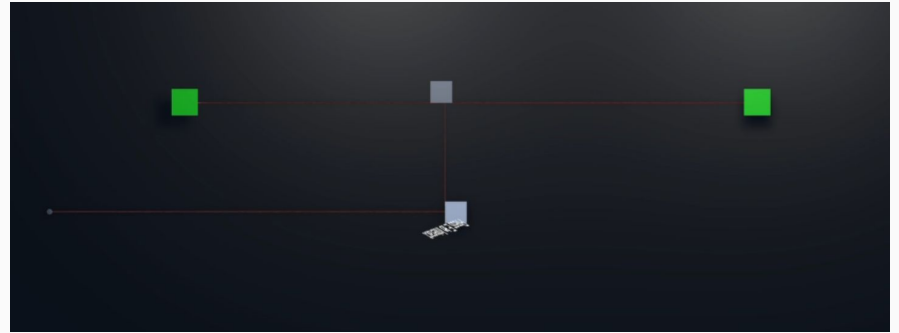


Add Note Panel



Puzzles

- Computer Science
- Physics
- Biology



Computer Game Puzzle

- Interact with a **computer terminal** to Open a **corrupted Bubble Sort**
- **Drag & drop** code blocks in correct slots
- Rebuild the correct order

Earn a **digit** of the forgotten pincode

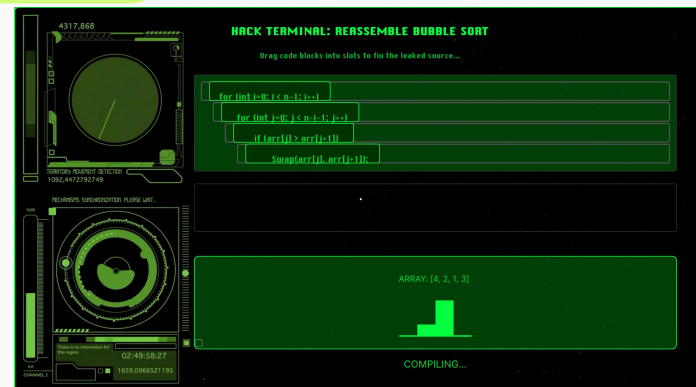


Computer Game

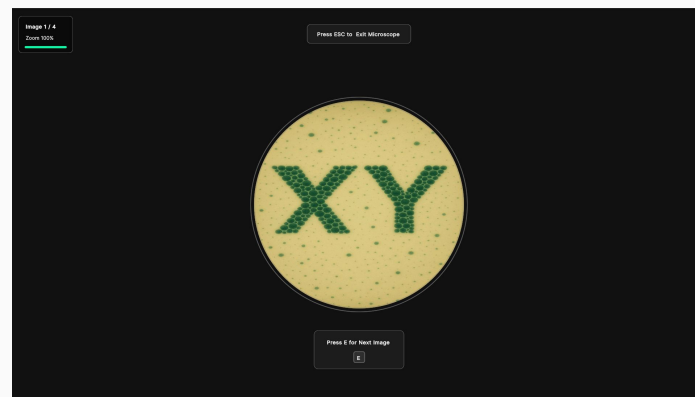
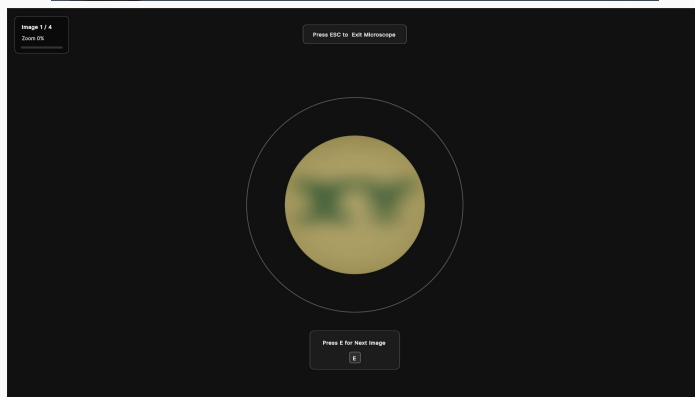
In progress...



Correct order...



Microscope Puzzle



Flashlight Puzzle

- Pick up **flashlight** and point around
- **Search** hidden clues inside laboratory
- Find final clue to identify pincode **digit**

Logic:

Shadergraph builds material

2 masks:

- Distance mask

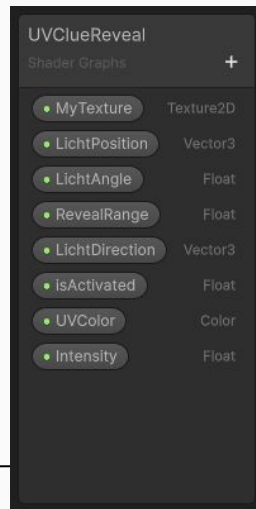
Checks for light range

- Angle mask

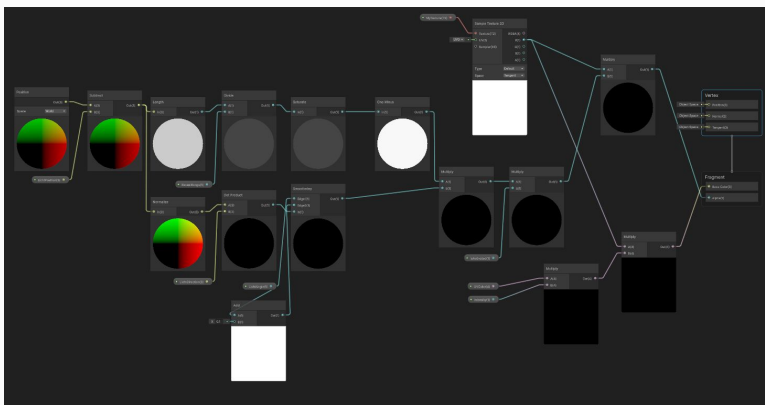
Checks for flashlight orientation

- Updates Alpha value of material

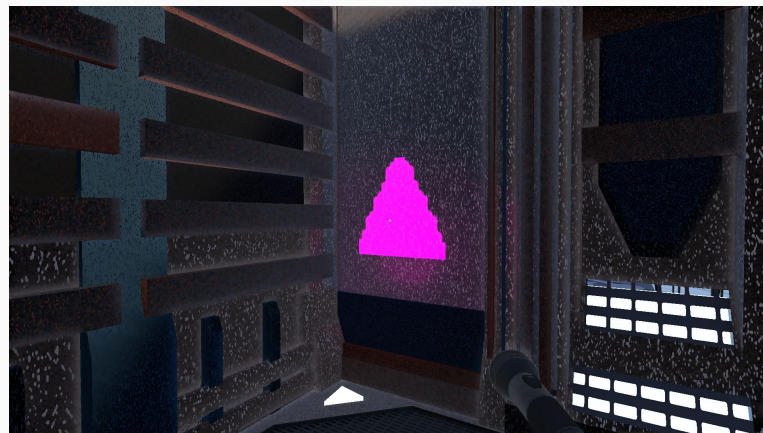
Flashlight provides material with information



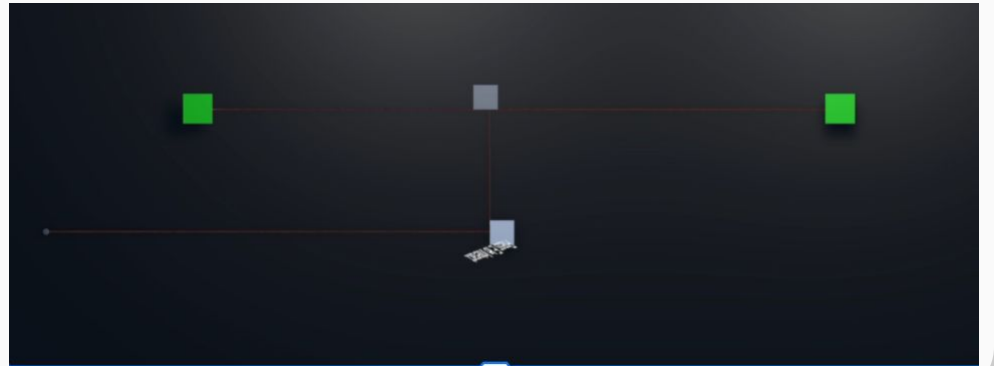
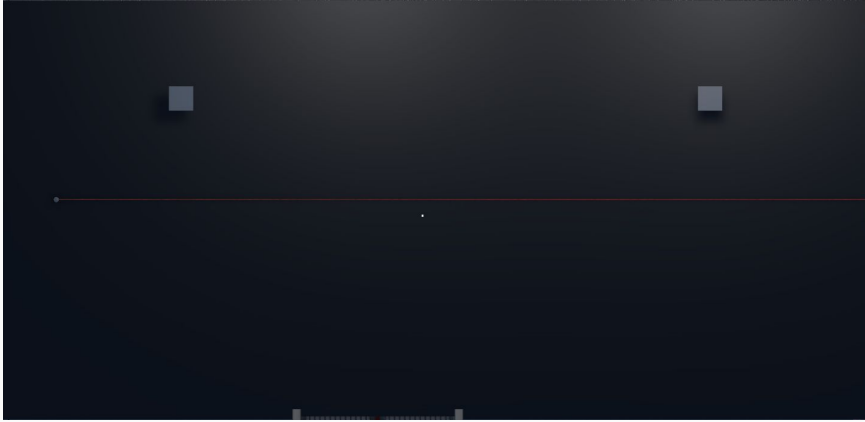
The Shadergraph



Hidden Clues



Laser Puzzle



Thank you!
