

The Memory Chamber

Targets

4.7 Final Release

Task Name	Assignee	Deadline	Planned	
Polishing	All	04.02.2026	tbd	✓
Bug Fix: final	All	04.02.2026	tbd	✓
Docs: Final Documentation	All	04.02.2026	10	✓
Docs: Game video	All	04.02.2026	1	✓
Docs: Slides	All	04.02.2026	2	✓

Updates

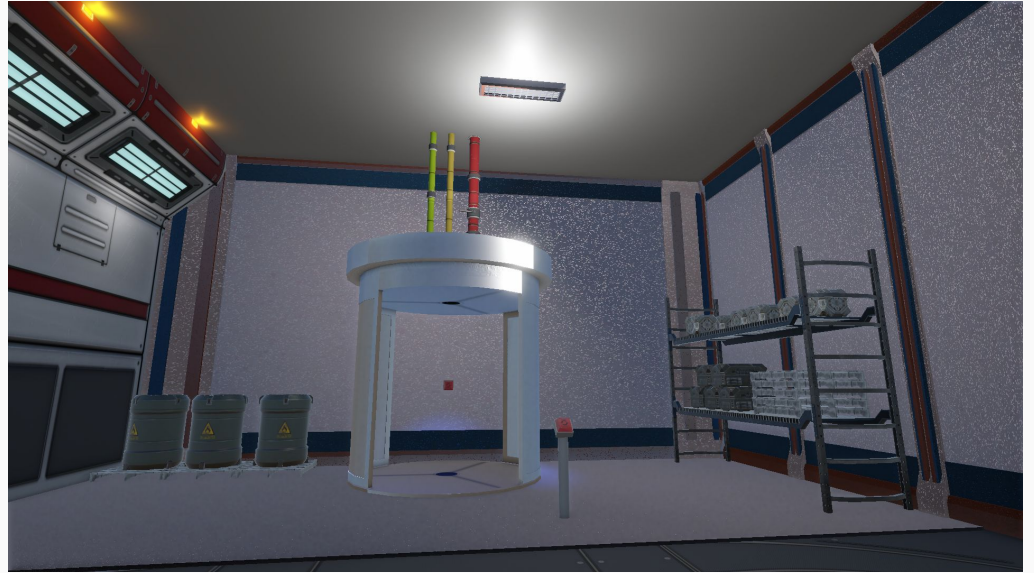
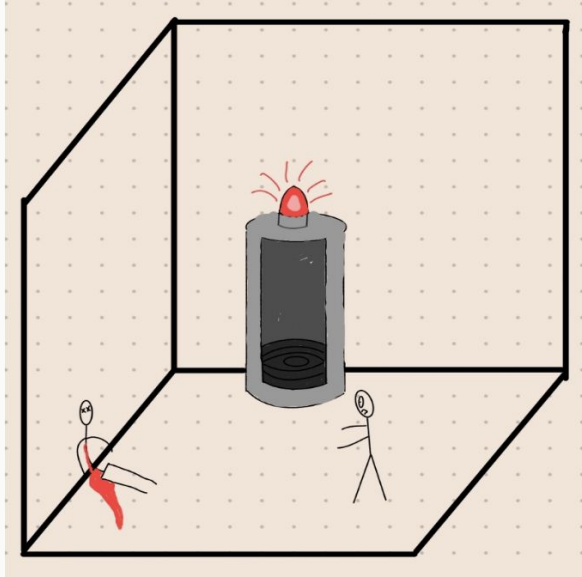
- Overall, gameplay has been improved.
- More visual clues have been added.
- Environment design has been improved.
- Overall, more guidance added to better direct players in the puzzles.
- Close the information messages with Q instead of K.
- Door pin-codes can now also be entered using the mouse.
- A clue counter has been added to the Scene Reconstruction puzzle.
- The directions for the biology puzzle have been clarified.

Current progress

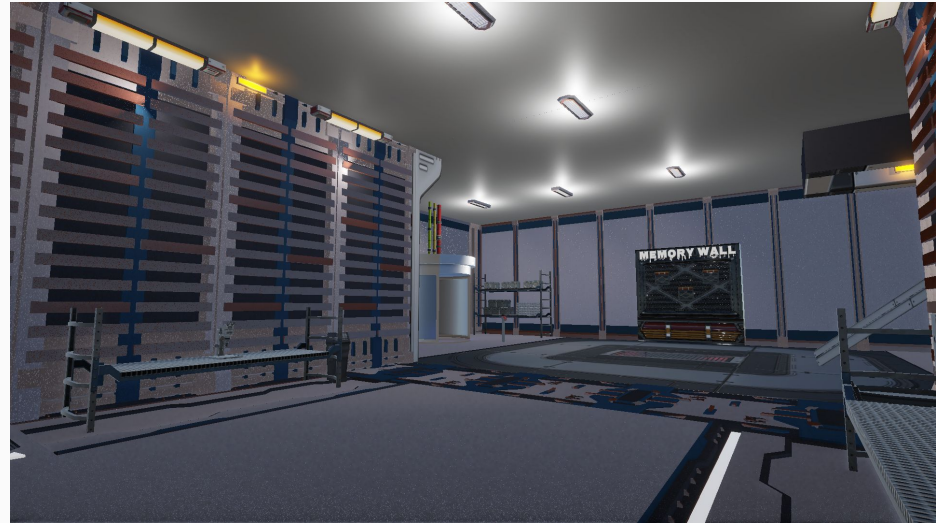
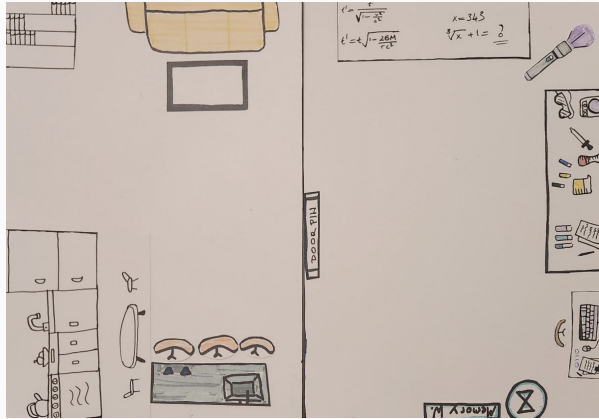
What we have completed:

- Almost all targets from our original time plan
- Minor bug fixes
- Minor polishing

Sketches Vs Implementation



Sketches Vs Implementation



Sketches Vs Implementation



Overall Task Evaluation

Task Name
Create Git Repo, Project in Unity ✓
Set Up Unity Project (Version Control, Scene Setup) ✓
UI: Search/Design for the Assets (overall aesthetic of the game) ✓
Player: Basic Player Object Movement ✓
Player: Sanity System Skeleton ✓
Player: Object pick up/drop ✓
Companion: Simple design ✓
Level Design 1: Initial room ✓
Level Design 2: Memory Wall ✓
Static note system ✓
Time travel system ✓
Simple game loop ✓
Cut scene ☹

Task Name
UI: Sanity Bar ☹
Online Note System ✓
Sanity System (Basic side effects) ✓
Refined Companion Logic ✓
Basic Win/Lose conditions ✓
Basic UI ✓
Game Loop: Find the password ✓
Game Loop: Find the murder weapon ✓
Game loop: Prevent the murder ✓
Audio: Search/Create assets ✓
Shaders: Create/ Search ✓

Task Name
UI: Action Prompts ✓
UI: Narrative Text ✓
UI: Narrative Clues ✓
UI: Menu ✓
UI: Start Screen, Pause Screen ✓
Improved Online System ☹
Improved Sanity System ✓
Audio Polish ✓
Playtesting ✓
Bug Fix ✓

Task Name
Polishing ✓
Bug Fix: final ✓
Docs: Final Documentation ✓
Docs: Game video ✓
Docs: Slides ✓

What we are most proud of...

- We met almost all targets from our original time plan
- Game mechanics (from the puzzles to time travel, online note system)
- Sounds/nice visuals
- Overall story
- Solid prototype for the game idea

Thank you!
