UNSOLVED
Hinterkaifeck

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Alpha release

During this phase of development we brought every little thing we created together and created a fully playable version of our game from start to end. This stage had a lot of little bugs so there was more work to be done than we thought of but nothing be couldn't overcome. In more detail what was completed :
-Office scene tutorial mode completed
-House was finished
-Decoration for the house
-Riddles were implemented inside the farm scene
-State machines for a helping system and the final scene
-Gun & projectile behavior
-Ending scene

Only thing that remains now is doing some playtesting,resolving the bugs that will surely come up and then polish little parts of the game.

Office (Last time we mention it, we promise)

Our office scene is finally complete. We created a state machine that engages the user into solving some basic tasks in order to learn how to navigate and interact with the game.
-User learns how to teleport
-How to open doors
-How to pick up & throw objects
-How to trigger usable objects
-How to pick up his briefcase
-How to use his gun

This is all done in the form of a voice coming out of a speaker(voice acting also finished for the scene)
Towards the end of the scene the chief walks in and gives you your mission. After hearing it as soon as the player walks out of that door he will be teleported to the farm scene and the game begins.

Current Task timeline

Functional Minimum	Your Low Target	Your Desired Target	Your High Target	Your Extras
Interaction	**Interaction**	**interaction**	**interaction**	**interaction**
Grab And Throw	Combine tools	Use as weapons	Use object - all items	
Use object - item specific (Only what is in the bag + riddle specific)	Use object - more items	Use object - more items		
		Exchange items from one hand to the other		
Navigation	**Navigation**	**Navigation**	**Navigation**	**Navigation**
Vive Tracking	Vive Controller navigation		Space Rotation	
	Teleportation			
Environment	**Environment**	**Environment**	**Environment**	**Environment**
Office	Barn	Neighbor House	Hospital	
	House 7 rooms	Car		
Special Effects	**Special Effects**	**Special Effects**	**Special Effects**	**Special Effects**
Dialogue/Notebook	Dialogue/Notebook	Events	Weather Effects	Fire
		Dialogue/Notebook	Dialogue/Notebook	Water
		Detective mode		
Audio	**Audio**	**Audio**	**Audio**	**Audio**
	Sounds of Items		Background music	Voice Acting
Puzzles	**Puzzles**	**Puzzles**	**Puzzles**	**Puzzles**
Single Layer	Double Layer	Triple layer		
Animation	**Animation**	**Animation**	**Animation**	**Animation**
Hands	Items		Decoration items	Object specific animations
Fighting Mechanism	**Fighting Mechanism**	**Fighting Mechanism**	**Fighting Mechanism**	**Fighting Mechanism**
		Punches	Guns and health system	
Modeling	**Modeling**	**Modeling**	**Modeling**	**Modeling**
Riddles only, Case file, bag, bag items	Decoration Chief	Extra Decoration	Extra Decoration	

From here on we only await our playtesting experience in order to improve bits and parts of the game according to the feedback we get. After the bigger issues have been resolved we might work a bit more on parts of the game that need improvement , like voice acting and character animations.

House

We will not bore you with another video so here are some picture of how the inside of the house looks at the moment.

House (cont.)

We will not bore you with another video so here are some picture of how the inside of the house looks at the moment.

Riddles

As we have told you before the riddles are the main gameplay of our project.
The first hint out player gets is when he discovers the case file and finds a torn page as evidence.
This will lead him towards finding a hidden notebook that belonged to Victoria (the daughter).

The notebook will give him another hint and from then on each riddle will reward him with another page torn from the notebook. He will also receive a key that will help him figure out where he needs to go in order to solve the next riddle.

In order to ensure that our player does not get stuck we included a state machine that knows in which part of the story our user is and when he holds both trigger buttons down he will receive a hint. This feature has a cooldown of 3 minutes. Enjoy a superfast compilation of our riddles.

Riddles

Gun & Projectiles

As we said before in order to assist our player with his final encounter we implemented a gun
& projectile system. The gun always hangs on your belt and can be activated just by placing your hand there and
picking it up.

-Old Gun model
-Short shooting animation (Muzzle flash & kick)
-Realistic aiming
-Projectile applies force when hitting rigid bodies
-Particles systems to mimic blood get triggered when hitting another human

Ending scene

Our ending scene takes part right after you find the final Blueprint.
The player visits the barn and notices a hatch that was covered the last time he visited. This means someone just came out. The moment he realises that the final sequence begins.

-State machine to trigger different events
-Enemy monitors the player's movements and shoots him if anything suspicious happens
-Player awaits for an opening when the enemy is distracted and shoots him (3 second window)
-A set of animations
-Respawn system in case the player loses.

Ending Scene (Spoilers)

Questions

Ask 'em !