

UNSOLVED

Hinterkaifeck

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Progress so far

- Harvesting the results of early planning
- Smooth development
- Small changes in the development schedule, rearranging a number of tasks
- We may have to decrease our goals when it comes to sfx

Time schedule

	Your Low Target	Your Desired Target	Your High Target	Your Extras
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	Object specific animations
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
Wipe Tracking	Use 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	Character/Car	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	

Interaction System

- We created a system/series of scripts that once placed on an object in the game can recognize what kind of role it will play in the game based on other components it already has.
- From then on the object will react accordingly to the player's touch.

Interaction System



Different Scenes and Environment

- Our game will have two main Scenes.

The Office(tutorial) & the farm (main gameplay)

In the next video you can see where we are in development. Office is complete and so is most of the farm except the house.

Different Scenes and Environment



Objects and tools

Our game has to feel realistic so we gave the player a set of tools he needs in order to progress in the game as well as a lot of objects especially in riddles that can be interacted with in a special way.

The following video will show you some examples.

Objects and tools



Questions

Ask 'em !