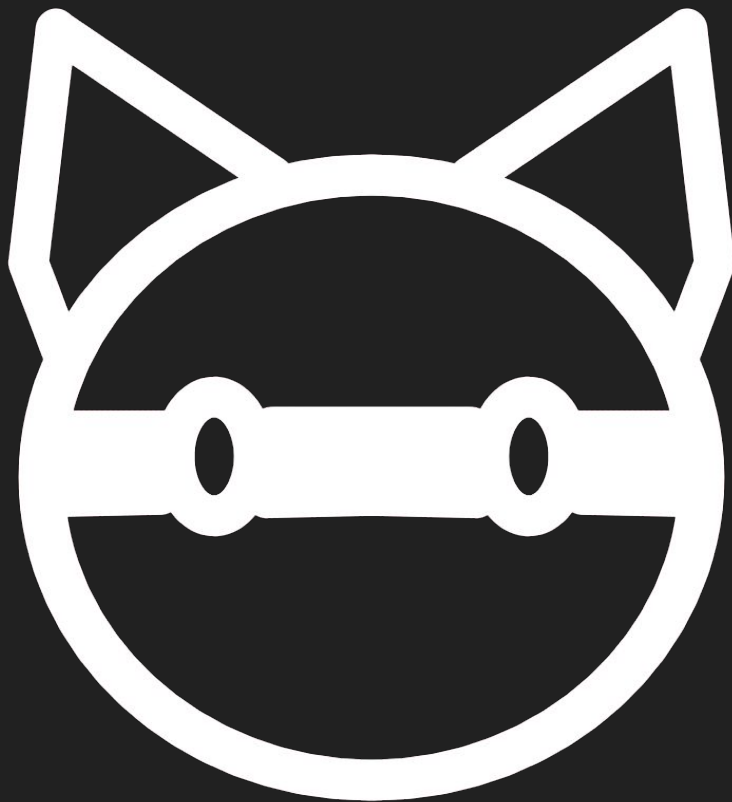# DupliCat

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Task Progress

Functional Minimum   (Done)

Low Target   (Done)

Desired Target
- User Interface (menus and interface)   (Work in progress)
- Audio (music and sound effects)   (Work in progress)
- Story   (Work in progress)
- Game modifiers and conditions   (Done)

High Target

- 3D sculptures as art objects   (Pending evaluation)
- Sculpting mechanic   (Evaluating prototype)
- Object similarity detection   (Evaluating prototype)
- Stealth mechanics   (Work in progress)

Canvas to .png

- Conversion from vector based drawing to pixel based picture

- Camera takes a screenshot of the finished painting

- Screenshot is saved as a .png to evaluated by the algorithm.

Stealth Mechanics

- Work in Progress (High Target)

- Primarily made up by interaction between flashlight and guards

- Will be amplified by audio cues

Story

- Shifted to high target for final release

- Still a planned feature

- Will be replaced by a short tutorial for playtesting

- Incorporated into main menu

Guards

- Waypoint based movement

- Enter exhibition room and look around

- Detect player & flashlight for game over state

Main Menu & UI

- Main Menu as a room incorporated into the story

- Will include options for settings, game start and score overview

- Features a practice canvas

- Diegetic UI instead of a traditional solution

Live Demo

Thank you!
Any questions?