| Prototype-Demo (#Exa)  |  |           |                |  |  |
|--|--|-----------|----------------|--|--|
|  |  |           |                |  |  |
| [RED-39] HR Surveillance Created: 03/Apr/25  | Updated: 08/Apr/25 Resolved: 08/Apr/25 |           |                |  |  |
| Status:  | Done                                   |           |                |  |  |
| Project:   | Recursion                              |           |                |  |  |
| Components:  | None                                   |           |                |  |  |
| Affects versions:  | None                                   |           |                |  |  |
| Fix versions:  | None                                   |           |                |  |  |
| Parent:  | Prototype-Demo                         |           |                |  |  |
|  |  |           |                |  |  |
|  | Task                                   | Priority: | Medium         |  |  |
| 4  | Sam Catcheside                         | Assignee: | Sam Catcheside |  |  |
|  | Done                                   | Votes:    | 0              |  |  |
|  | None                                   |           |                |  |  |
|  | Not Specified                          |           |                |  |  |
| Time Spent:  | Not Specified                          |           |                |  |  |
| Original estimate:   | Not Specified                          |           |                |  |  |
|  |  |           |                |  |  |
| Rank:  | 0 i00087:                              |           |                |  |  |
|  |  |           |                |  |  |
| Description  | <i>e</i>                               |           |                |  |  |
| HR needs to observe the player - and if they aren't produ  |  |           |                |  |  |
| i.e. standing still for too long - or in the wrong room, then the game environment should give cues that the player should be doing something. |  |           |                |  |  |
|  |  |           |                |  |  |
| Comments   |  |           |                |  |  |
| Comment by Sam Catcheside (004per25)   |  |           |                |  |  |
| various effects; blackouts, light dims, strobes, flickers  |  |           |                |  |  |
|  |  |           |                |  |  |
|  |  |           |                |  |  |

| Prototype-Demo (#Es-3)   |   |           |                |  |  |
|--|---|-----------|----------------|--|--|
| [1] [RED-38] Time Reset Mechanic Created: 02/Apr/25 Updated: 08/Apr/25 Resolved: 08/Apr/25 |   |           |                |  |  |
| Status:  | Done  |           |                |  |  |
| Project:   | Recursion                                       |           |                |  |  |
| Components:  | None  |           |                |  |  |
| Affects versions:  | None  |           |                |  |  |
| Fix versions:  | None  |           |                |  |  |
| Parent:  | Prototype-Demo                                  |           |                |  |  |
|  |   |           |                |  |  |
| Туре:  | Task  | Priority: | Highest        |  |  |
| Reporter:  | Sam Catcheside                                  | Assignee: | Sam Catcheside |  |  |
| Resolution:  | Done  | Votes:    | 0              |  |  |
| Labels:  | None  |           |                |  |  |
| Remaining Estimate:  | Not Specified                                   |           |                |  |  |
| Time Spent:  | Not Specified                                   |           |                |  |  |
| Original estimate:   | Not Specified                                   |           |                |  |  |
|  |   |           |                |  |  |
| Rank:  | 0 i0007z:                                       |           |                |  |  |
| Comments   |   |           |                |  |  |
| Comment by Sam Catcheside [03/Apr/25]  |   |           |                |  |  |
| Added classes:   |   |           |                |  |  |
| HRcs   |   |           |                |  |  |
| CameraEffects.cs   |   |           |                |  |  |
|  |   |           |                |  |  |
| Modified TimeManager.cs to dispatch events each tick                                       | k, which timers and clocks should subscribe to. |           |                |  |  |
|  |   |           |                |  |  |
|  |   |           |                |  |  |

| Prototype-Demo (RED3)                          |   |           |                |  |  |
|--|---|-----------|----------------|--|--|
|  |   |           |                |  |  |
| RED-37] Align Player Model with Cam            | era Created: 02/Apr/25 Updated: 08/Apr/25 Resolved: 08/Apr/25 |           |                |  |  |
| Status:  | Done  |           |                |  |  |
| Project:                                       | Recursion   |           |                |  |  |
| Components:                                    | None  |           |                |  |  |
| Affects versions:                              | None  |           |                |  |  |
| Fix versions:                                  | None  |           |                |  |  |
| Parent:  | Prototype-Demo  |           |                |  |  |
|  |   |           |                |  |  |
| Туре:  | Task  | Priority: | Medium         |  |  |
| Reporter:                                      | Sam Catcheside  | Assignee: | Sam Catcheside |  |  |
| Resolution:                                    | Done  | Votes:    | 0              |  |  |
| Labels:  | None  |           |                |  |  |
| Remaining Estimate:                            | Not Specified   |           |                |  |  |
| Time Spent:                                    | Not Specified   |           |                |  |  |
| Original estimate:                             | Not Specified   |           |                |  |  |
|  | _   |           |                |  |  |
| Attachments:                                   | D Unity_sHGdQdHiZn.mp4  |           |                |  |  |
| Rank:  | 0 i0007r:   |           |                |  |  |
|  |   |           |                |  |  |
| Description                                    |   |           |                |  |  |
| The player model should align with the camera. | The player model should align with the camera.                |           |                |  |  |

The model should rotate along the camera axis, but only if the difference between angles exceeds a certain threshold

Comments Comment by Sam Catcheside [02/Apr/25] PlayerBody.cs is attached to body component.

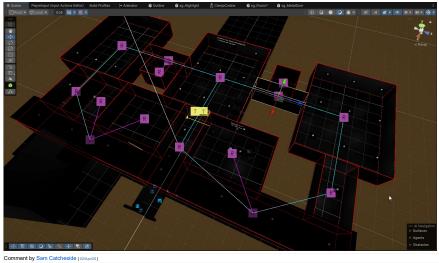
| Prototype-Demo (RED-3)                                   |  |                |                |  |  |
|--|--|----------------|----------------|--|--|
|  |  |                |                |  |  |
| [RED-36] Level Manager Created: 02/Apr/25 Up             | odated: 08/Apr/25 Resolved: 08/Apr/25  |                |                |  |  |
| Status:  | Done   |                |                |  |  |
| Project:   | Recursion  |                |                |  |  |
| Components:  | None   |                |                |  |  |
| Affects versions:  | None   |                |                |  |  |
| Fix versions:  | None   |                |                |  |  |
| Parent:  | Prototype-Demo   |                |                |  |  |
|  |  |                |                |  |  |
|  | Task   | Priority:      | Medium         |  |  |
| 4.1.1  | Sam Catcheside   | Assignee:      | Sam Catcheside |  |  |
|  | Done   | Votes:         | 0              |  |  |
|  | None   |                |                |  |  |
|  | Not Specified  |                |                |  |  |
|  | Not Specified  |                |                |  |  |
| Original estimate:                                       | Not Specified  |                |                |  |  |
|  |  |                |                |  |  |
| Rank:  | 0/00075:   |                |                |  |  |
| Description  |  |                |                |  |  |
|  | , default level room, and handle the loading sequence to trigger the linear progression of | of the player. |                |  |  |
| Additionally, it should start the game timer mechanic.   |  |                |                |  |  |
|  |  |                |                |  |  |
| Comments   |  |                |                |  |  |
| Comment by Sam Catcheside [collapses]                    |  |                |                |  |  |
| Very quick and hacky solution for prototype.             |  |                |                |  |  |
| LevelManager also starts timermanager, but this also nee | eds to be coded.   |                |                |  |  |
| Coroutine opens elevator doors after a second.           |  |                |                |  |  |

| Prototype-Demo (rect.s)                 |   |           |                |  |  |
|---|---|-----------|----------------|--|--|
| IRED-351 Elevator Doors on              | eated: 02/Apr/25 Updated: 08/Apr/25 Resolved: 08/Apr/25 |           |                |  |  |
| Status:                                 | Done  |           |                |  |  |
| Project:                                | Recursion   |           |                |  |  |
| Components:                             | None  |           |                |  |  |
| Affects versions:                       | None  |           |                |  |  |
| Fix versions:                           | None  |           |                |  |  |
| Parent:                                 | Prototype-Demo  |           |                |  |  |
|   |   |           |                |  |  |
| Туре:                                   | Task  | Priority: | Medium         |  |  |
| Reporter:                               | Sam Catcheside  | Assignee: | Sam Catcheside |  |  |
| Resolution:                             | Done  | Votes:    | 0              |  |  |
| Labels:                                 | None  |           |                |  |  |
| Remaining Estimate:                     | Not Specified   |           |                |  |  |
| Time Spent:                             | Not Specified   |           |                |  |  |
| Original estimate:                      | Not Specified   |           |                |  |  |
|   |   |           |                |  |  |
| Rank:                                   | 0 i0007j:   |           |                |  |  |
| Description                             |   |           |                |  |  |
| Elevator doors should open              |   |           |                |  |  |
|   |   |           |                |  |  |
|   |   |           |                |  |  |
| Comments                                |   |           |                |  |  |
| Comment by Sam Catcheside [02/Apr/25]   |   |           |                |  |  |
| doors open using animations - might nee | ed some bug fixing                                      |           |                |  |  |
|   |   |           |                |  |  |

| Prototype-Domo (rec.s)  |  |               |                |  |  |
|---|--|---------------|----------------|--|--|
|   |  |               |                |  |  |
| [RED-34] Rooms Created: 01/Apr/25 Updated: 08   |  |               |                |  |  |
| Status:   | Done   |               |                |  |  |
| Project:  | Recursion  |               |                |  |  |
| Components:   | None   |               |                |  |  |
| Affects versions:   | None   |               |                |  |  |
| Fix versions:   | None   |               |                |  |  |
| Parent:   | Prototype-Demo   |               |                |  |  |
|   |  |               |                |  |  |
| Туре:   | Task   | Priority:     | Medium         |  |  |
| Reporter:   | Sam Catcheside   | Assignee:     | Sam Catcheside |  |  |
| Resolution:   | Done   | Votes:        | 0              |  |  |
| Labels:   | None   |               |                |  |  |
| Remaining Estimate:   | Not Specified  | Not Specified |                |  |  |
| Time Spent:   | Not Specified  |               |                |  |  |
| Original estimate:  | Not Specified  |               |                |  |  |
|   |  |               |                |  |  |
| Attachments:  | Unity_I3VKmo9mcZ.mp4 Unity_EtLYrQRpO5.png Unity_8fg8KEj2xB.m | np4           |                |  |  |
| Rank:   | 0 i0006j:  |               |                |  |  |
|   |  |               |                |  |  |
| Description   |  |               |                |  |  |
| We need a room class which will contain references to lights, sounds and other atmospheric effects.   |  |               |                |  |  |
| Rooms should have a name, be connected to other rooms.  |  |               |                |  |  |
| Network node based. Each room has 3 basic states:   |  |               |                |  |  |
| Active: the player is inside the room<br>Adjacent: this room is adjacent to the active room<br>Inactive: this room isn't connected to the active room |  |               |                |  |  |

## Comments

Comment by Sam Catcheside [014prds] Rooms are connected to eachother, when player trigger enters, the player is registered to the overlapping room, setting the room to active, then recursively setting its connected nodes to adjacent and neighbouring nodes to inactive



Room states based on proximity and line of sight from active room. RoomManager.cs now exists to keep track of current room. С

0:15 / 0:35

| • [RED-31] Light Controls Creater                   | d: 01/Apr/25 Updated: 08/Apr/25 Resolved: 08/Apr/25 |           |                |  |
|---|---|-----------|----------------|--|
| Status:   | Done  |           |                |  |
| Project:  | Recursion   |           |                |  |
| Components:   | None  |           |                |  |
| Affects versions:                                   | None  |           |                |  |
| ix versions:  | None  |           |                |  |
| Parent:   | Prototype-Demo                                      |           |                |  |
|   |   |           |                |  |
| Гуре:   | Task  | Priority: | Medium         |  |
| Reporter:   | Sam Catcheside                                      | Assignee: | Sam Catcheside |  |
| Resolution:   | Done  | Votes:    | 0              |  |
| Labels:   | None  |           |                |  |
| Remaining Estimate:                                 | Not Specified                                       |           |                |  |
| Time Spent:   | Not Specified                                       |           |                |  |
| Original estimate:                                  | Not Specified                                       |           |                |  |
| Rank:   | 0 i0006f:   |           |                |  |
|   |   |           |                |  |
| Description   |   |           |                |  |
| ights should have the ability to be controll        | ed programmatically for effect.                     |           |                |  |
| Should include:                                     |   |           |                |  |
| strobes   |   |           |                |  |
| <ul> <li>flickering (between brightness)</li> </ul> |   |           |                |  |
| <ul> <li>turn on and turn off</li> </ul>            |   |           |                |  |
| <ul> <li>colour and intensity</li> </ul>            |   |           |                |  |
| 0   |   |           |                |  |
| Comments  |   |           |                |  |
| Comment by Sam Catcheside [01/Apr/25]               |   |           |                |  |
|   |   |           |                |  |
| um on off not done                                  |   |           |                |  |
| colour intensity not done                           |   |           |                |  |

| Status:                                 | Done           |               |                |  |  |
|---|----------------|---------------|----------------|--|--|
| Project:                                | Recursion      |               |                |  |  |
| Components:                             | None           |               |                |  |  |
| Affects versions:                       | None           |               |                |  |  |
| Fix versions:                           | None           |               |                |  |  |
| Parent:                                 | Prototype-Demo |               |                |  |  |
|   |                |               |                |  |  |
| Туре:                                   | Task           | Priority:     | Medium         |  |  |
| Reporter:                               | Sam Catcheside | Assignee:     | Sam Catcheside |  |  |
| Resolution:                             | Done           | Votes:        | 0              |  |  |
| Labels:                                 | None           |               |                |  |  |
| Remaining Estimate:                     | Not Specified  | Not Specified |                |  |  |
| Time Spent:                             | Not Specified  | NotSpecified  |                |  |  |
| Original estimate:                      | Not Specified  | Not Specified |                |  |  |
|   |                |               |                |  |  |
| Rank:                                   | 0 100067:      |               |                |  |  |
| Description                             |                |               |                |  |  |
| Add sound emitters to the game          |                |               |                |  |  |
| add custom attenuation and panning base | d on location  |               |                |  |  |
| and outlon allonation and parking babb  |                |               |                |  |  |
|   |                |               |                |  |  |
| Comments                                |                |               |                |  |  |
| Comment by Sam Catcheside (01/4/2015)   |                |               |                |  |  |

| Prototype-Domo (rec.s)                             |                        |           |                |  |  |  |  |
|--|------------------------|-----------|----------------|--|--|--|--|
|  |                        |           |                |  |  |  |  |
| [RED-28] Doors Created: 25/Mar/25 Updated: 08/Apr/ | 25 Resolved: 08/Apr/25 |           |                |  |  |  |  |
| Status:  | Done                   |           |                |  |  |  |  |
| Project:   | Recursion              |           |                |  |  |  |  |
| Components:  | None                   |           |                |  |  |  |  |
| Affects versions:                                  | None                   |           |                |  |  |  |  |
| Fix versions:                                      | None                   |           |                |  |  |  |  |
| Parent:  | Prototype-Demo         |           |                |  |  |  |  |
|  |                        |           |                |  |  |  |  |
| Туре:  | Task                   | Priority: | Medium         |  |  |  |  |
| Reporter:  | Sam Catcheside         | Assignee: | Sam Catcheside |  |  |  |  |
| Resolution:  | Done                   | Votes:    | 0              |  |  |  |  |
| Labels:  | None                   |           |                |  |  |  |  |
| Remaining Estimate:                                | Not Specified          |           |                |  |  |  |  |
| Time Spent:  | Not Specified          |           |                |  |  |  |  |
| Original estimate:                                 | Not Specified          |           |                |  |  |  |  |
|  | _                      |           |                |  |  |  |  |
| Attachments:                                       | Unity_wOid4RvZZj.mp4   |           |                |  |  |  |  |
| Rank:  | 0 i0005r:              |           |                |  |  |  |  |
|  |                        |           |                |  |  |  |  |
| Description  |                        |           |                |  |  |  |  |

Doors should be able to open, close, and potentially be locked.

Comments Comment by Sam Catcheside [20Mar/25] Door Inherits from Interactable class

# SimpleDoor inherits from Door Class

Base Door class has abstract methods: Open, Close, Interact, Animate

0:21/0:21

| rototype-Demo (RED-3)                                 |  |           |  |
|---|--|-----------|--|
| ototype-benio (Reb-s)                                 |  |           |  |
| [RED-27] Level Graybox Created: 24/Mar/25 U           | Indated: 09/Apr/2E Resolved: 09/Apr/2E   |           |  |
|   |  |           |  |
| atus:   | Done   |           |  |
| oject:  | Recursion  |           |  |
| omponents:  | None   |           |  |
| ffects versions:                                      | None   |           |  |
| x versions:   | None   |           |  |
| arent:  | Prototype-Demo   |           |  |
|   | Task   | Delevit.  | Medium                                     |
| npe:  |  | Priority: |  |
| eporter:  | Sam Catcheside Done  | Assignee: | Sam Catcheside                             |
| esolution:  |  | Votes:    | 0  |
| ibels:  | None   |           |  |
| emaining Estimate:                                    | Not Specified  |           |  |
| me Spent:   | Not Specified  |           |  |
| riginal estimate:                                     | Not Specified  |           |  |
| tachments:  | image-20250325-005133.png  |           |  |
|   | lioorplan.png 0/0003f:   |           |  |
| ank:  | บเบบบรา:   |           |  |
| escription  |  |           |  |
| least one level should be designed and laid out, with | nrefahs and TextMesh labels ready for development  |           |  |
|   | present and the second state of the second printing the second pri |           |  |
|   |  |           |  |
| omments   |  |           |  |
| omment by Sam Catcheside [25/Mar/25]                  |  |           |  |
| ngle floor layout                                     |  |           |  |
| # Scene PlayerInput (Input Actions Editor) Build Prof | files >> Animator 🛱 Outline 🋱 sg_Highlight 🚆 ClampCosine   |           |  |
| Plyot ▼ Global ▼ 0.05                                 |  |           | :<br>• • • • • • • • • • • • • • • • • • • |
|   |  |           |  |
|   | ·  |           | z <b>→ P</b> ersp                          |
| * 8.<br>*   |  |           |  |
|   |  |           | •  |
|   |  |           |  |
|   |  |           |  |

| Status:   | reated: 12/Mar/25 Updated: 08/Apr/25 Resolved: 08/Apr/25 Done |           |                |  |
|---|---|-----------|----------------|--|
| Project:  | Recursion   |           |                |  |
| Components:   | None  |           |                |  |
| Affects versions:   | None  |           |                |  |
| Fix versions:   | None  |           |                |  |
|   | Prototype-Demo  |           |                |  |
| Parent:   | Ргогогуре-Demo  |           |                |  |
| Туре:   | Task  | Priority: | Medium         |  |
| Reporter:   | Sam Catcheside  | Assignee: | Sam Catcheside |  |
| Resolution:   | Done  | Votes:    | 0              |  |
| Labels:   | None  |           |                |  |
| Remaining Estimate:   | Not Specified   |           |                |  |
| Time Spent:   | Not Specified   |           |                |  |
| Original estimate:  | Not Specified   |           |                |  |
| Rank:   | 0 i0003b:   |           |                |  |
| Description   |   |           |                |  |
| Raycast down, relative to player.   |   |           |                |  |
| GroundCheck will be controlled by a bo  | ol in PlayerController.cs class                               |           |                |  |
| Comments  |   |           |                |  |
| Comment by Sam Catcheside [ 13/Mar/25 ]   |   |           |                |  |
| Comments y term canadrates (strates)<br>PlayerController subscribes to groundcheck raysensor attached to player prefab, controls a bool |   |           |                |  |

## Prototype-Demo (RED-3) i [RED-16] Camera Raycast Created: 12/Mar/25 Updated: 08/Apr/25 Resolved: 08/Apr/25 Status: Done Project: Recursion Components: None Affects versions: None Fix versions: None Prototype-Demo Parent: Type: Task Priority: Medium Reporter: Resolution: Labels: Remaining Estimate: Sam Catcheside Assignee: Votes: Sam Catcheside 0 None Not Specified Time Spent: Not Specified Original estimate: Not Specified Attachments: Unity\_cxOrvj9nGT.mp4 Rank: 0|i00033:

## Description

A ray, or ray of cones should be emit from the middle of the screen to where the player is looking - to facilitate various events, such as object highlighting, etc.

## Comments

Comment by Sam Catcheside [ 12/Mar/25] Had to do some tweaking due to the way the Cinemachine camera works.

All Raycasts have to be executed order > 100

and raycasts have to be performed inside LateUpdate()

Camera now casts a single ray (soon to be developed to a cone)

Camera rotation stops when 'C' is pressed, enabling a cursor to be used. This will be further adjusted to allow for highlighted stencil effects, object detection etc.

0:13 / 0:13

| Prototype-Demo (recs.)  |  |           |                |  |  |
|---|--|-----------|----------------|--|--|
| • [RED-15] Raycast Utilities Created: 11/Mar/25 U   | lpdated: 08/Apr/25 Resolved: 08/Apr/25 |           |                |  |  |
| Status:   | Done                                   |           |                |  |  |
| Project:  | Recursion                              |           |                |  |  |
| Components:   | None                                   |           |                |  |  |
| Affects versions:   | None                                   |           |                |  |  |
| Fix versions:   | None                                   |           |                |  |  |
| Parent:   | Prototype-Demo                         |           |                |  |  |
|   |  |           |                |  |  |
| Туре:   | Task                                   | Priority: | Medium         |  |  |
| Reporter:   | Sam Catcheside                         | Assignee: | Sam Catcheside |  |  |
| Resolution:   | Done                                   | Votes:    | 0              |  |  |
| Labels:   | None                                   |           |                |  |  |
| Remaining Estimate:   | Not Specified                          |           |                |  |  |
| Time Spent:   | Not Specified                          |           |                |  |  |
| Original estimate:  | Not Specified                          |           |                |  |  |
|   | 2                                      |           |                |  |  |
|   | Unity_M754jcC3S6.mp4                   |           |                |  |  |
| Rank:   | 0/00017:                               |           |                |  |  |
| Description   |  |           |                |  |  |
| There should be some basic classes to handle detection a  | and push events based on sensors.      |           |                |  |  |
| We should have:   |  |           |                |  |  |
| ray sensor, which broadcasts a ray as configured in the inspector     area sensor: a box collider which can be configured to fill an area     radial sensor: a sphere collider which can be configured to fill a zone |  |           |                |  |  |
| They should each be able to:  |  |           |                |  |  |
| Check if the sensed object is on a specified layer(s)     Check if the sensed object matches a specified tag in a     Fire events: OnSensorStart, OnSensorStay, OnSensorB   |  |           |                |  |  |

Comments Comment by Sam Catcheside [12/Mar/25] Task performed, a variety or triggers now exist

0:10 / 0:10

| Status:             | Done           |           |                |  |
|---------------------|----------------|-----------|----------------|--|
| Project:            | Recursion      |           |                |  |
| Components:         | None           |           |                |  |
| Affects versions:   | None           |           |                |  |
| Fix versions:       | None           |           |                |  |
| Parent:             | Prototype-Demo |           |                |  |
|                     |                |           |                |  |
| Туре:               | Task           | Priority: | Medium         |  |
| Reporter:           | Sam Catcheside | Assignee: | Sam Catcheside |  |
| Resolution:         | Done           | Votes:    | 0              |  |
| Labels:             | None           |           |                |  |
| Remaining Estimate: | Not Specified  |           |                |  |
| Time Spent:         | Not Specified  |           |                |  |
| Original estimate:  | Not Specified  |           |                |  |
|                     |                |           |                |  |
| Rank:               | 0 i00027:      |           |                |  |
|                     |                |           |                |  |
| Description         |                |           |                |  |

| Prototype-Demo (RED-3)        |  |                |            |  |  |  |
|-------------------------------|--|----------------|------------|--|--|--|
| • [RED-7] GitHub Repository a | reated: 11/Mar/25 Updated: 31/Mar/25 Resolved: 31/Mar/25 |                |            |  |  |  |
| Status:                       | Done   | Done           |            |  |  |  |
| Project:                      | Recursion  | Recursion      |            |  |  |  |
| Components:                   | None   | None           |            |  |  |  |
| Affects versions:             | None   | None           |            |  |  |  |
| Fix versions:                 | None   | None           |            |  |  |  |
| Parent:                       | Prototype-Demo   | Prototype-Demo |            |  |  |  |
|                               |  |                |            |  |  |  |
| Туре:                         | Task   | Priority:      | Medium     |  |  |  |
| Reporter:                     | Sam Catcheside   | Assignee:      | Unassigned |  |  |  |
| Resolution:                   | Done   | Votes:         | 0          |  |  |  |
| Labels:                       | None   | None           |            |  |  |  |
| Remaining Estimate:           | Not Specified  | Not Specified  |            |  |  |  |
| Time Spent:                   | Not Specified  | Not Specified  |            |  |  |  |
| Original estimate:            | Not Specified  |                |            |  |  |  |
|                               |  |                |            |  |  |  |
| Rank:                         | 0 i0002b:  |                |            |  |  |  |
|                               |  |                |            |  |  |  |
|                               |  |                |            |  |  |  |

| Prototype-Demo (RED-3)   |  |           |                |  |  |  |
|--|--|-----------|----------------|--|--|--|
|  |  |           |                |  |  |  |
| [RED-6] Player Controller Created: 11/Mar/25 U                   | Jpdated: 08/Apr/25 Resolved: 08/Apr/25 |           |                |  |  |  |
| Status:  | Done                                   |           |                |  |  |  |
| Project:   | Recursion                              |           |                |  |  |  |
| Components:  | None                                   |           |                |  |  |  |
| Affects versions:  | None                                   |           |                |  |  |  |
| Fix versions:  | None                                   |           |                |  |  |  |
| Parent:  | Prototype-Demo                         |           |                |  |  |  |
|  |  |           |                |  |  |  |
| Туре:  | Task                                   | Priority: | Medium         |  |  |  |
| Reporter:  | Sam Catcheside                         | Assignee: | Sam Catcheside |  |  |  |
| Resolution:  | Done                                   | Votes:    | 0              |  |  |  |
| Labels:  | None                                   |           |                |  |  |  |
| Remaining Estimate:  | Not Specified                          |           |                |  |  |  |
| Time Spent:  | Not Specified                          |           |                |  |  |  |
| Original estimate:   | Not Specified                          |           |                |  |  |  |
|  |  |           |                |  |  |  |
| Attachments:   | Unity_dZc1OKi7sE.mp4                   |           |                |  |  |  |
| Rank:  | 0 i00013:                              |           |                |  |  |  |
|  |  |           |                |  |  |  |
| Description  |  |           |                |  |  |  |
| The player should be able to move using the wasd keys and mouse. |  |           |                |  |  |  |
| The camera should move smoothly, and so should the pla           | ayer                                   |           |                |  |  |  |

Comments Comment by Sam Catcheside [11Mar25] Using cinemachine camera for smoothing, camera bob sway. InputEvents are handled via specific events

0:23 / 0:23

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