

Prototype-Demo

RED-39

[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

Type:

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:

0j00087:

Description

HR needs to observe the player - and if they aren't productive:
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 [03/Apr/25]
various effects; blackouts, light dims, strobes, flickers

Prototype-Demo

RED-3

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[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

Type:

Task

Reporter:

Sam Catcheside

Resolution:

Done

Labels:

None

Remaining Estimate:

Not Specified

Time Spent:

Not Specified

Original estimate:

Not Specified

Priority:

Highest

Assignee:

Sam Catcheside

Votes:

0

Rank:

0|j0007z:

Comments

Comment by Sam Catcheside [03/Apr/25]

Added classes:

HR.cs

CameraEffects.cs

Modified TimeManager.cs to dispatch events each tick, which timers and clocks should subscribe to.

Prototype-Demo

RED-3

[RED-36] Level Manager

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

Type:

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:

0j0007b:

Description

A level manager should be added to control level loading, default level room, and handle the loading sequence to trigger the linear progression of the player.
Additionally, it should start the game timer mechanic.

Comments

Comment by Sam Catcheside [02/Apr/25]

Very quick and hacky solution for prototype.
LevelManager also starts timermanager, but this also needs to be coded.
Coroutine opens elevator doors after a second.

Prototype-Demo

RED-3

[RED-35] Elevator Doors

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

Type:

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:

0j|0007|:

Description

Elevator doors should open

Comments

Comment by Sam Catcheside [02/Apr/25]

doors open using animations - might need some bug fixing

Prototype-Demo

[RED-34] Rooms

Created: 01/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		
Type:	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:	<div>Unity_13VKmo9mcZ.mp4</div> <div>Unity_EtLYrQRpO5.png</div> <div>Unity_8fg8KEj2xB.mp4</div>		
Rank:	0 0006j:		

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.

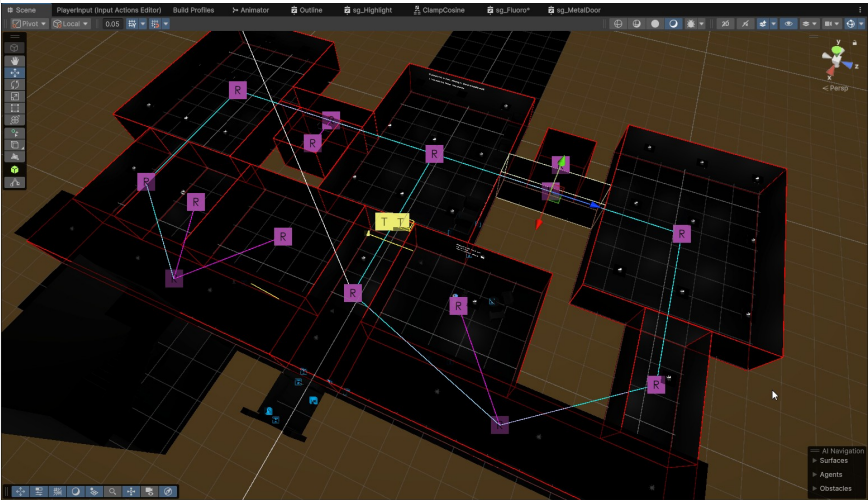
Network node based. Each room has 3 basic states:

Active: the player is inside the room
Adjacent: this room is adjacent to the active room
Inactive: this room isn't connected to the active room

Comments

Comment by Sam Catcheside [01/Apr/25]

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.



Comment by Sam Catcheside [02/Apr/25]

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



0:15 / 0:35

Prototype-Demo (RED.3)

[RED-31] Light Controls

Created: 01/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

Type:

Task

Reporter:

Sam Catcheside

Resolution:

Done

Labels:

None

Remaining Estimate:

Not Specified

Time Spent:

Not Specified

Original estimate:

Not Specified

Priority:

Medium

Assignee:

Sam Catcheside

Votes:

0

Rank:

0|0006f

Description

Lights should have the ability to be controlled programmatically for effect.

Should include:

- strobes
- flickering (between brightness)
- turn on and turn off
- colour and intensity

Comments

Comment by Sam Catcheside [01/Apr/25]

strobe done

turn on off not done

colour intensity not done

Prototype-Demo

RED-3

[RED-30] Sound Emitters

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

Type:

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:

0j|00067:

Description

Add sound emitters to the game
add custom attenuation and panning based on location

Comments

Comment by Sam Catcheside [01/Apr/25]

Added various controls to sound emitters, and added tags to allow for a 'volume mixer' to control the volume of various atmospheric sounds

Prototype-Demo

RED-3

[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

Type:

Task

Reporter:

Sam Catcheside

Resolution:

Done

Labels:

None

Remaining Estimate:

Not Specified

Time Spent:

Not Specified

Original estimate:

Not Specified

Priority:

Medium

Assignee:

Sam Catcheside

Votes:

0

Attachments:

Unity_wOld4RvZZj.mp4

Rank:

0j0005r:

Description

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

Comments

Comment by Sam Catcheside [25/Mar/25]

Door inherits from Interactable class

SimpleDoor inherits from Door Class

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

021 / 021

Prototype-Demo

[RED-27] Level Graybox

Created: 24/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		
Type:	Task	Priority:	Medium
Reporter:	Sam Catchside	Assignee:	Sam Catchside
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		
Attachments:			
Rank:	0 0003f:		

Description

At least one level should be designed and laid out, with prefabs and TextMesh labels ready for development.

Comments

Comment by Sam Catchside [25/Mar/25]

Single floor layout

Prototype-Demo

RED-3

[RED-17] Ground Check

Created: 12/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

Type:

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:

0j0003b:

Description

Raycast down, relative to player.
GroundCheck will be controlled by a bool in PlayerController.cs class

Comments

Comment by Sam Catcheside | 13/Mar/25 |

PlayerController subscribes to groundcheck raysensor attached to player prefab, controls a bool

Prototype-Demo

[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		
Parent:	Prototype-Demo		
Type:	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:	<div>Unity_cxOrvj9nGT.mp4</div>		
Rank:	0 00033:		

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

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

 [RED-15] Raycast Utilities Created: 11/Mar/25 Updated: 08/Apr/25 Resolved: 08/Apr/25

0:10 / 0:10

Prototype-Demo (RED-3)

1x [RED-11] Physics Grab Mechanic

Created: 11/Mar/25 Updated: 24/Mar/25 Resolved: 24/Mar/25

Status:

Done

Project:

Recursion

Components:

None

Affects versions:

None

Fix versions:

None

Parent:

Prototype-Demo

Type:

Task

Reporter:

Sam Catcheside

Resolution:

Done

Labels:

None

Remaining Estimate:

Not Specified

Time Spent:

Not Specified

Original estimate:

Not Specified

Priority:

Medium

Assignee:

Sam Catcheside

Votes:

0

Rank:

0|00027:

Description

There should be a physics grab mechanic for the main weapon

Prototype-Demo (RED-3)

[RED-7] GitHub Repository

Created: 11/Mar/25 Updated: 31/Mar/25 Resolved: 31/Mar/25

Status:

Done

Project:

Recursion

Components:

None

Affects versions:

None

Fix versions:

None

Parent:

Prototype-Demo

Type:

Task

Reporter:

Sam Catcheside

Resolution:

Done

Labels:

None

Remaining Estimate:

Not Specified

Time Spent:

Not Specified

Original estimate:

Not Specified

Priority:

Medium

Assignee:

Unassigned

Votes:

0

Rank:

0j0002b:

Description
The player should be able to move using the wasd keys and mouse.
The camera should move smoothly, and so should the player

Comment by [Sam Catcheside](#) [11/Mar/25]

InputEvents are handled via specific events

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