

Event Name	Repeatable?	Interaction / Event Type	What is Needed?	Interacts w/ Save System?	Milestone Goal	Is Implemented?	Documentation Link (If Applicable)	Misc. Notes
Motion-sensor light	<input checked="" type="checkbox"/>	World-Based Interaction, AI-Based Interaction, Player-Based Interaction	Scripting, Specific AI Event	<input type="checkbox"/>	Milestone III	<input type="checkbox"/>		Works in part with the AI spotting system, will incorporate UE's Noise Event that adds to the AI suspicion meter, probably bumps it up 15% as a flat rate and makes the AI interested to see what triggered the light (which can lead to more suspicion later)
AI "Spots" Player	<input checked="" type="checkbox"/>	Player-Based Interaction, AI-Based Interaction	Scripting, Specific AI Event, Player Feedback	<input type="checkbox"/>	Milestone III	<input type="checkbox"/>		AI Suspicion meters will be on each AI (in the event that we add multiple, scaling makes this easier late-stage) we will have it in a 3-bar system, where 1 represents minimal-to-no suspicion, 2 represents sort-of suspicious, and 3 represents high-level suspicion. This will be a float, and anything above 90% (high 3) will cause the police call. Goes up 5% a second and goes down 1% every second when suspicion is false. [1]
Camera sounds	<input checked="" type="checkbox"/>	Object-Based Interaction, AI-Based Interaction	Scripting, Specific AI Event, Outsourced Items	<input type="checkbox"/>	Overscope/Extra	<input checked="" type="checkbox"/>		Sounds such as camera clicking, flash sounds, etc.
Save System	<input checked="" type="checkbox"/>	Player-Based Interaction, Menu-Based Interaction	Scripting, Player Feedback	<input checked="" type="checkbox"/>	Milestone I	<input checked="" type="checkbox"/>		The save system is fundamental, and one of the primary pieces we'll use to help the player save their photographs or the newspapers they submit, and moving these objects across each scene.
Climbing	<input checked="" type="checkbox"/>	Player-Based Interaction, World-Based Interaction, Object-Based Interaction	Scripting, Player Feedback	<input type="checkbox"/>	Milestone III	<input type="checkbox"/>		Climbing allows the player (eventually) to scale the building to the second floor, for multiple stages of action.
AI Habits	<input checked="" type="checkbox"/>	AI-Based Interaction, World-Based Interaction, Pre-Scripted Event	Scripting, Specific AI Event	<input type="checkbox"/>	Overlapping	<input type="checkbox"/>		Habit refers to the niche things the AI does, such as checking the door when they're more suspicious, locking the windows if they're left open, calling the police if their suspicion is too high, etc.
AI Schedule	<input checked="" type="checkbox"/>	AI-Based Interaction, Pre-Scripted Event, Time-Based Event	Scripting, Specific AI Event	<input type="checkbox"/>	Overlapping	<input checked="" type="checkbox"/>		Schedule refers to the normal behavior the AI goes through, such as making dinner at 7pm, watching TV until 10pm, and going to bed at 10:30pm.
Camera & Printing	<input checked="" type="checkbox"/>	Player-Based Interaction, Object-Based Interaction	Scripting, Models (Detailed), Player Feedback	<input checked="" type="checkbox"/>	Milestone I	<input checked="" type="checkbox"/>		Fundamental to the experience, the camera is the protagonist's main tool, and needs to be the most fleshed out in comparison to other mechanics.
Police Called/Arrival	<input checked="" type="checkbox"/>	Time-Based Event, Player-Based Interaction	Scripting, Outsourced Items	<input type="checkbox"/>	Overscope/Extra	<input type="checkbox"/>		As a placeholder, have the above 90% suspicion start a 30 second countdown (can vary obviously, but have it set to the police response time) and at the end of that, fade to black with a hue of red/blue flashing with text like "You got caught!". Players can choose to escape before this timer is up to avoid being caught as well.
Noise Event Objects	<input checked="" type="checkbox"/>	Player-Based Interaction, World-Based Interaction, Object-Based Interaction	Scripting, Player Feedback	<input type="checkbox"/>	Milestone III	<input type="checkbox"/>		Objects that fall over, objects that trigger sounds, dogs barking, window creaking, floorboard sounds, etc.
Newspaper	<input checked="" type="checkbox"/>	Player-Based Interaction, World-Based Interaction, Menu-Based Interaction	Player Feedback	<input checked="" type="checkbox"/>	Milestone II	<input checked="" type="checkbox"/>		The newspaper is a second-stage object once the player "returns" from the house they were taking photos outside of. The newspaper can take 1-3 images, and a set of "adlibs" or random words that can create a story, and that story can then be rated based on the photograph values and the words used.
Grabbable Objects (Immobile)	<input checked="" type="checkbox"/>	Player-Based Interaction, World-Based Interaction	Scripting, Player Feedback	<input type="checkbox"/>	Overlapping	<input type="checkbox"/>		Listed in specifics on Pg. 2
Grabbable Objects (Mobile)	<input checked="" type="checkbox"/>	Player-Based Interaction, World-Based Interaction, AI-Based Interaction	Scripting, Models (Detailed), Player Feedback	<input type="checkbox"/>	Overlapping	<input type="checkbox"/>		Listed in specifics on Pg. 2
Rake	<input type="checkbox"/>	Player-Based Interaction, World-Based Interaction	Scripting, Player Feedback	<input type="checkbox"/>	Overscope/Extra	<input type="checkbox"/>		Walking on a rake on the ground causes it to come up, whacking the player and disorienting them
Backpack System (Hat)	<input checked="" type="checkbox"/>	Player-Based Interaction, Object-Based Interaction, Menu-Based Interaction	Scripting, Player Feedback	<input checked="" type="checkbox"/>	Overscope/Extra	<input checked="" type="checkbox"/>		The backpack system is where the player will store the photographs they take, with 10 photos being the max (unless we opt for upgrades eventually), and putting more than 10 will cause all the photos to fall out (kinda funny)
Newspaper Room	<input checked="" type="checkbox"/>	World-Based Interaction, Player-Based Interaction, Menu-Based Interaction	Scripting, Models (Detailed), Player Feedback	<input checked="" type="checkbox"/>	Milestone II	<input checked="" type="checkbox"/>		The newspaper room is where the player will interact with building the newspaper at the end of the day.
Photocopier	<input checked="" type="checkbox"/>	Player-Based Interaction, Object-Based Interaction, Menu-Based Interaction, World-Based Interaction	Scripting, Player Feedback	<input checked="" type="checkbox"/>	Milestone II	<input checked="" type="checkbox"/>		The photocopier is where the player can place any photo they want to save, downloading it to their computer. [2]
Door/Window	<input checked="" type="checkbox"/>	Player-Based Interaction, World-Based Interaction	Scripting, Player Feedback	<input type="checkbox"/>	Milestone III	<input type="checkbox"/>		Being able to interact with doors and windows (not to fully open them, but to peek into the room and get a better photo) will make the player feel more immersed in the world.
Photograph Scoring	<input checked="" type="checkbox"/>	Score-Based Event, Player-Based Interaction, Menu-Based Interaction	Scripting	<input type="checkbox"/>	Overlapping	<input checked="" type="checkbox"/>		Using a trace by channel, determine the number of points colliding with the object of importance, the distance from the object, the movement of the camera itself, and how many times this object/event has been photographed. [3]
Main Menu	<input checked="" type="checkbox"/>	Player-Based Interaction, World-Based Interaction, Menu-Based Interaction	Scripting, Player Feedback	<input type="checkbox"/>	Overlapping	<input checked="" type="checkbox"/>		The main menu will most likely function in the newspaper room, but will act as a way for the player to interact with the space, starting our game loop.
Notepad	<input checked="" type="checkbox"/>	Player-Based Interaction, Object-Based Interaction, Menu-Based Interaction	Scripting, Models (Detailed)	<input checked="" type="checkbox"/>	Milestone III	<input type="checkbox"/>		The notepad is a functioning tool that allows the player to select events that occurred in the world that they can later use to determine if the AI was a creature or a human.