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IGME 671.01

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Milestone 5 Update

* **General Update**
  + To be completely honest, I am burnt out with this semester. I went home during the week of April 18th (Wednesday to Saturday) because I felt that I deserved an actual break (not a recharge/”catch-up” day). I brought my PC home with me and told myself I would work on the projects I have due, but I barely worked on the one team project that is due tonight (Monday). Therefore, I did not really do much for this milestone. I spent all of Sunday finishing up my allotted work for said team project that is due. Also, getting the first dose of the Covid vaccine did not help with my energy levels. That thing took me out of commission for a full day. I was thinking about asking for an extension, but there is no milestone after this. From what I remember, there is only the final submission left. Therefore, I will take what comes with this miniscule update and focus my efforts on the final submission.
* **Audio Update**
  + Every sound is complete. The only thing left (that I can sense) is to get the mixing and levels right depending on what other sounds are playing. I suppose it is time to focus on a little more of sound development in the game rather than the design.
* **Game Update**
  + I would like to add a point/collection system before the final submission. Whenever the player runs into an astronaut, the astronaut object will disappear/deactivate. Also, a counter will increment. Once the counter hits 8 (at least at the current iteration of the game), the player will win. Essentially, I would like to add an acceptable win condition to the game (a.k.a make it an actual “game”).

I cannot think of any other updates to give at this moment. I will submit a build of the game alongside all other requirements for this milestone.