

Weekly Report

w6 - 10/11

Team : Aurora
Members : Art Amanda Kindernay, Helen Thayer, Nikkei Ferron, Yuky Han
Programming Daniel Collins
Sound Adrian Burk

Class time Meeting

♣ Version- Unreal Engine 4.19

Game story development (Level Design)

Narration for game play : "welcom to the Aurora." some AI voice.

Suggesetion for place of keys : Locker, on top of table, wall mount

Lights turn off in sequence.

Mentis in a shower(bath)room.

Inside doors for sepereting rooms.

UI

Text messegas box : Items and lead direction.

Assets

Add more stuff in the station : stuff selves or locker, bags, boots, weapons, Key Panel, etc

Color Map for model Separate models (wall, furniture, small stuff, ceiling etc)

Game Play

Swing Animation for player's arm Lead player looking around each rooms

Creature interact with player Lock doors and unlock doors(automatic doors)

Hall way foot/floor lights

Sounds

a dialogue of voice call / narration

Team Works

- ◆ Creat github branch (your name)
- ◆ Game story (level design)
- ◆ Write a dialogue for voice
- ◆ Write a dialogue for game play

Tasks (more information on Trello)

Add stuff in the station.
Set mantis and collision in Unreal UI message box
Creature Sound Door open/close Sound
Learning Unreal. Lightings and effects
Animation.

Feed and/or Problem

Need a desion of the game story. (what do we want to a player to do in the station?)
How Animation asset is working on Unreal?
Justin's idea missed a story line. Should add the original story in the map we have now.
Communication! Ask help if you need plzzzz. We can figuring it out together! You are now alone.

★★★ Go Aurora Go Team! ★★★