Weekly Report w5 - 10/4

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

Class time Meeting

◆ **Bill's Announcement.**

Must have a prototype of the project in unreal engine by next Friday. If not, the Aurora project will be dismissed.

Members of disbanded team will be joined in other teams.

◆ Steve (UI designer in other team) helped our UI for the playing screen and gave some advise for level design.

◆ **UI Ideas we discussed (Suggestion)**

No Ui desplay on the play screen (same as lots horror games).

Display sounds (beeping) and lighting instead of UI. Gives More fear.

1. when player is damaged. Lower beeping sounds for lower health instead of a health bar showing.

2. Collinsion : when danger/enemy get closer to the player (sound from the suit).

3. Visible warning redlight around of the screen when the player gets damage.

Ui for Inventory screen, Holding an item showing with arm on the screen.
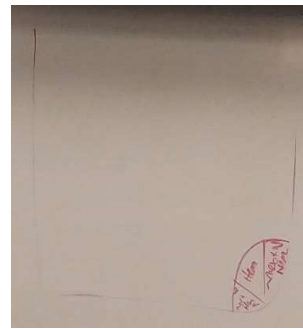
Helen's sketch

Team Works

To finish the prototype in time.
UI design discussion.

Tasks   (more information on Trello)

Set assets in Unreal and working for prototype.
Export work files on Github/Google Drive.
Working on Sounds

Feed and/or Problem

Some advice from steve that would help level design

1. Why is the main character here(station)?

2. What do they want?

3. What is stopping then?

4. Where did these obstacles come from?

5. How did these obsticales come to be?