

Weekly Report

w4 - 9/27

Team : Aurora

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

Class time Meeting

Justin's Advice - Add a voice in the game will give feeling of fear more and better quality.

Layout of level design

The idea of four rooms which was discussed at the class time will use for block out.

more detail about rooms will be discuss in online meeting time.

Set a Git Hub

Reference was sent in email by Justin

Team Works

Tasks (more information on Trello)

Block out Modeling

Sounds Ambience

Add Player Blueprint run and crouch

Feed and/or Problem