

# SHAUUUUUUUN: 2nd Progress Report

*Gravity Xscape*

John Frazia, Matthew Nagy, and Oliver Rayner

# General Summary

## Done:

- Decided on a pixel ratio for the environment and characters (16bit).
- Downloaded and mastered Aseprite v1.3 beta.
- Set up the connection between Tiled and Unity using the SuperTiled2Unity plugin for easy map manipulation.
- Finalized the player game mechanic.

## To Do:

- Make animation list for game.
- Design the level puzzles.

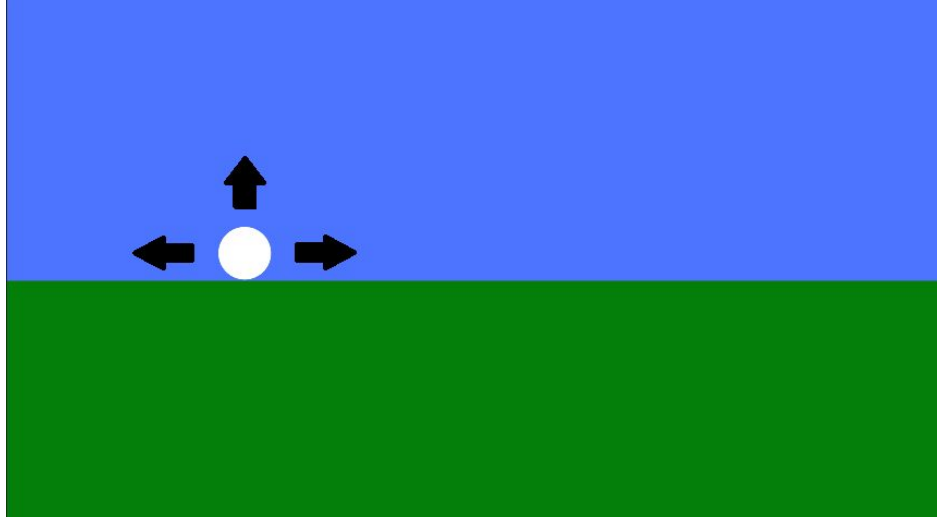
# Detailed Summary: John

- Worked on creating the audio asset list and creating the audio assets.
- Got one audio asset to a potential MVP level and currently improving the other assets to be at the same level of polish.
- Taken some notes about the general idea for some of the sounds.

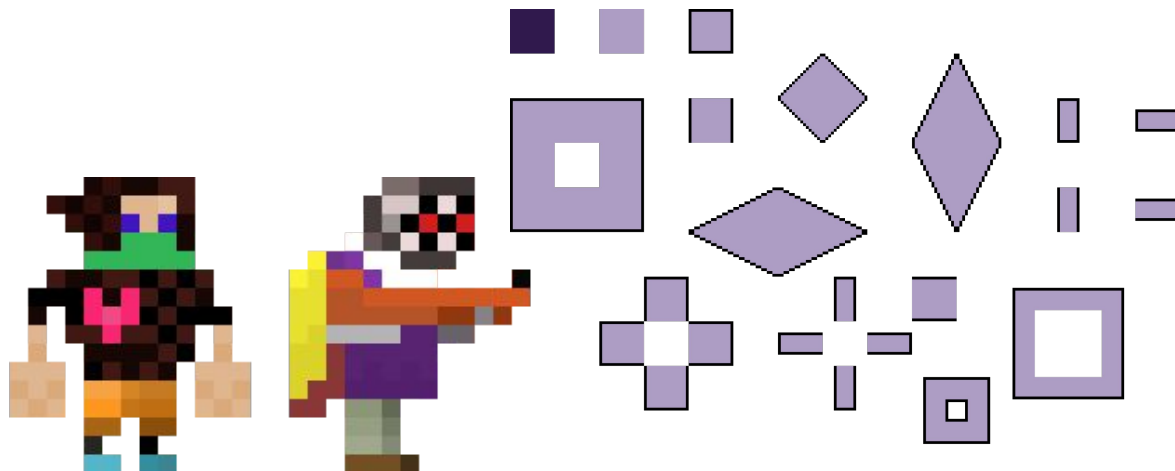
Asset Name	Description	Specs	Source	Status	Notes
death_sfx	Plays when player dies		Original	MVP Level	Something similar Alucard's Death Scream but more distorted
gravity_change_sfx	Plays once you change gravity	.wav	Original	Working On MVP Version	Hmm...make it short. Nothing too insane either. Just a nice audio feedback that you changed gravity
landing_sfx	Plays when something lands on the ground		Original	Planning	Just a thud is really needed for this
alert_sfx	Potentially plays when you are found		Original	Planning	Could make it a verbal bark or maybe do something like the MGS alert sound
interact_sfx	Plays when you interact with an object	.wav	Original	Working On MVP Version	Specific Sounds it is
key_grab_sfx	Plays when you grab a key		Original	Planning	Maybe a ding or something to that effect. Could just do the generic ding for now as a placeholder
electricity_crackle_sfx	Plays occasionally when electricity is on the screen		Original	Planning	An occasional crackle from the electricity sometimes? Or Maybe something when the character gets close to the source
heartbeat_sfx	Plays at a tense scene or something?	.wav	Original	Working on MVP Version	Maybe could be used to add tension? Maybe at the end of the death sfx it plays a bit and then stops?
door_open_sfx			Original	Planning	Could Reverse the sound for the door closing
walking_sfx			Original	Planning	
door_close_sfx			Original	Planning	
level_transition_sfx			Original	Planning	
ambience_ost			Original	Planning	

# Detailed Summary: Matt

- Created 2 scripts for player movement and jumping.
  - Player can move left and right with the “A” and “D” key respectively, or the left and right arrows.
- Player can jump with spacebar.
  - Only when the player is on the ground to prevent infinite jumping.



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# Triumphs and Setbacks

## Triumphs:

- Finding Tiled was a major triumph due to the advantages of the Tiled engine holding more than one rule set as compared to Unity's.
- SuperTiled2Unity also is a great triumph because the plugin has lead to Tiled directly altering the maps and world colliders in Unity.

## Setbacks:

- No major setbacks this week (No Leprechauns so far).

# Honest Assessment

- We could have been building the levels by now, but we believe that putting that time into Tiled and Aseprite allows us to be more flexible in the future.
- We could technically now put more into our levels as well due to this addition, it would “cost” less to do than doing it without SuperTiled2Unity.
- We have a lot of work to get done in our Trello but we believe we are on the correct path to finishing.