Things to do this week:

Ali Rezq

Mark Carman

Ying Cham

Jakeb Jones

100 sound effect noises by next week each from Ali, Ying, Jakeb.

Mark write story, 20 sounds effects, tileset for the dungeons.

Everyone to keep practicing with UE4

Premise: Dame with a past, private eye with no future, also Cthulhu

Turn based RogueLike. Start in the the middle of each level, try to get to the exit.

No randomly generated dungeons, make each level separately.

Monsters

Combat: guns, spells. No swords! Turn based.

Meeting minutes 17/3/2017

Mark, Ying, Jakeb: Present

Ali: Absent

Confirmed game design as 2d top down Roguelike with story sections between levels, as well as an intro story section. All levels to be hand crafted, no random generation of levels. Grid based movement with teleportation between each grid cell. Guns, spells and abilities for combat, no swords.

This week, we also discussed sound effect requirements for the game. Since we’re still beginning UE4, this week’s task is to gather as many sound effects, music tracks, and work on the story until more work can be done on the core gameplay elements using UE4.

<http://zelderp.com/ue4/2016/10/17/grid-based-movement.html> -

[www.freesounds.org](http://www.freesounds.org) -- tons of free sounds, recommended by lecturer

GDC Sound Assets, GDC Audio Bundles – big torrent recommended by lecturer

Free sprite assets: --- add here

Sound effects:

**Gun effects - Jacob:**

Shooting noises

Revolver

Shotgun

Tommy gun

Reloading

Empty magazine click

Gun into flesh noises

**Interact-able effects - Jacob:**

Door opening

Door closing

Door breaking

Treasure chest open

Treasure found

**UI noises - Jacob:**

Level up

Ability ready

Ability not ready

Change menu choice

Confirm menu choice

Cancel menu choice

**Monster noises - Ying:**

Monster attacks

Monster deaths

Monster gets hurt

Monster walk

**Hero noises - Ying:**

Hero Walk

Hero Death

Hero Light Grunts

Hero Medium Grunts

Hero Heavy Grunts

**Item noises - Jacob:**

Torch noises

Paper opening

Letter opening

Paper crumpling

**Ability noises - Ying:**

Spell start

Spell travelling

Spell finished

Teleport

Invulnerability

**Dungeon ambient noises - Jacob:**

Screams

Creepy laugh

Crumbling wall and roof noises

Wind

Rain

Thunder

**Story scene noises - Mark:**

Type writer

Car starting

Phone ringing

**Music - Ying:**

Title music

Dungeon music

Boss music

Victory music

Game over music

**Mechanics:**

Torch & lighting

Movement

Inventory

Dialogue text boxes

Top down, turn based movement

**Story – Mark to do:**

Opening cutscene

Found note texts

Level 1 -> 2 cutscene

Level 2 -> 3 cutscene …

Art assets:

Tileset - Mark

Characters

Props

Enemies