

11.05.20

12:41 pm

Sounds

The team had several issues with many of the sounds I created. Although I am not a sound or music guy I must try my best to do a good job.

Christopher had an issue with the pitch of many sounds being too high. This was an intentional decision I made to maintain the cohesion between the pixel art and the sound effects. The reason why there are no pixel art games out there with realistically pitched sounds is because it maybe does not work.

Listing sounds to keep track.

char_Run	axe_Throw	railblock_move
char_Jump	axe_fly	
char_land	axe_hit	

7:30 pm

Meeting 18

Discussing the narrative

Discussing the name.

To avoid the traps of falling into generic narratives.

Schoolkid, scout, camper gets trapped in the ruins and must escape.

Arca's eye - A great aztec god defeated and the eye used by the aztecs to create magic