

Lunar Mortis

Group Report 4

State of the Project

During the fourth week of the project, our group focused on completing their tasks they were set at the start of Sprint 2.

Story

This week Sam has been working on a storyboard to develop our initial idea for a story and has written some logs which will be found in the game. The storyboard contains a summary of the aforementioned story, accompanied by images created using Midjourney, an AI which generates interesting images from a user-supplied prompt. He has written 2 types of logs, the first log being an informative log, written to give the player more information on the story. The second log will be one that teaches the players character how to use basic firearms.

Examples from the storyboard:



You're excavating resources from Saturn's icy moon Titan with your team. They're harvesting thick, compact ice to use as water for the space station.

A week goes by, and people notice strange things happening throughout the space station. It started with some individuals having increasing headaches and others with worse coordination. Gradually, the symptoms of the virus went from harmless to harmful within a couple of days.



Logs:

Log 1

Name: Dr. Marsh

Date: 2248, March 23rd

Title: Strange Headaches

I've been seeing an unusual influx of patients complaining of headaches over the past few weeks. At first, I thought it might just be a seasonal allergy or sinus issue, but the number of patients coming in has been alarming. It's becoming increasingly difficult to keep up with the patient load.

I've tried to get more information about their symptoms and history, but there doesn't seem to be a common cause or trigger. Some patients describe a pounding sensation, while others feel a dull, persistent ache. The location and intensity of the pain vary from patient to patient.

I've conducted a thorough physical exam on each patient, and while I've been able to rule out some possible causes, I'm still at a loss as to what could be causing these headaches. I've ordered some routine tests to check for things like high blood pressure or inflammation, but the results have been inconclusive so far.

I can see the frustration and anxiety on my patients' faces as they leave my office with no clear answers. I want to help them find relief, but without knowing the underlying cause, it's difficult to prescribe an effective treatment.

As I continue to research and gather more information, I hope to find some answers and offer my patients some much-needed relief. In the meantime, I'll keep working to provide the best care possible and be a source of support for those struggling with these debilitating headaches.

Log 2

Name: Sgt. Clarke

Title: Training for new arrivals

Entry #1

Date: 2245, July 6th

I can't believe I'm still stuck doing this mundane task of training new recruits on how to handle firearms. How many times do I have to teach these rookies the same damn thing over and over again? It's as if they don't even listen. I'm tired of being the one responsible for their safety when they can't even hold a gun properly.

Entry #2

Date: 2245, July 7th

It's day two of training and already I'm about to lose my mind. Why is it so difficult for them to understand the basics? I've repeated the same instructions at least five times, and yet they still can't seem to get it right. It's as if they're deliberately trying to test my patience. I swear if I have to correct their stance one more time, I'm going to scream.

Entry #3

Date: 2245, July 8th

I don't know how much longer I can handle this. Today, one of the recruits accidentally discharged their firearm because they didn't follow my instructions. Thank goodness no one was hurt, but it could have been a disaster. I can't be held responsible for their incompetence. I'm tired of babysitting these inexperienced and incompetent people.

Entry #4

Date: 2245, July 9th

I had to write up a report on the incident that occurred yesterday. It's a waste of my time, and it's only because of these recruits' inability to follow simple instructions. I feel like I'm repeating myself like a broken record. How many times do I have to tell them to keep their fingers off the trigger until they're ready to fire? It's frustrating and ridiculous.

Entry #5

Date: 2245, July 10th

Today's the final day of training, and I can't wait to be done with this. I've had enough of these new recruits and their lack of firearm knowledge. It's a miracle they made it through basic training, let alone be trusted with firearms. I'm counting down the minutes until I can hand them off to their next instructor and be done with this tedious task.

Sound Design

This week Max has been sampling many sounds to use for the sound effects within the game. He used software such as Audacity and Logic Pro to edit and mix these samples and has composed sounds for the following events:

- **Door-Open**
Opening sound for the mechanical doors that will appear in most rooms
- **Door-Close**
Closing sound for the mechanical doors that will appear in most rooms
- **WalkFootsteps-Metal**
Slow-paced footstep sounds for when walking on a metallic floor
- **FastWalkFootsteps-Metal**
Faster-paced footstep sounds for when walking quickly on a metallic floor
- **SprintFootsteps-Metal**
Rapid running footstep sounds for when sprinting on a metallic floor
- **Menu-Select**
Sound for when an option is selected on the menu
- **Menu-Back**
Sound for when the player goes back to a previous menu
- **Menu-Wipe**
Sound for when a new menu appears
- **Menu-Hover**
Sound that will play when an option is highlighted on the menu

(Sound files included in submission)

Graphics & Design

Since Dylan had mostly completed his Sprint 2 tasks last week, he continued developing a scalable random room generation system to mixed results, he has also begun to create basic and advanced character models that should be ready for implementation by next week.

Game Mechanics

This week James worked on creating a main menu for the game as well as fixing some bugs in the previous mechanics build. He discovered an aesthetically pleasing animated skybox on the Unity Asset Store which is currently being used as the background for the menu, he then created the necessary text and script to make functioning play and quit buttons. The play button sends the player directly into the game. He also used a script that makes the menu text float up and down giving it an interesting and dynamic effect.

Sprint 2 Deliverable

Overall, Sprint 2 has been mostly successful in that we have completed our set tasks of: 'Create game mechanics, design rooms for the demo, create a menu with sound effects, create a very basic UI, and flesh out the story.' We have expanded on the initial demo build that we developed in Sprint 1 to include a functional menu screen with sounds, more models to be used in level building, more refined game mechanics, and sound effects for in-game events.