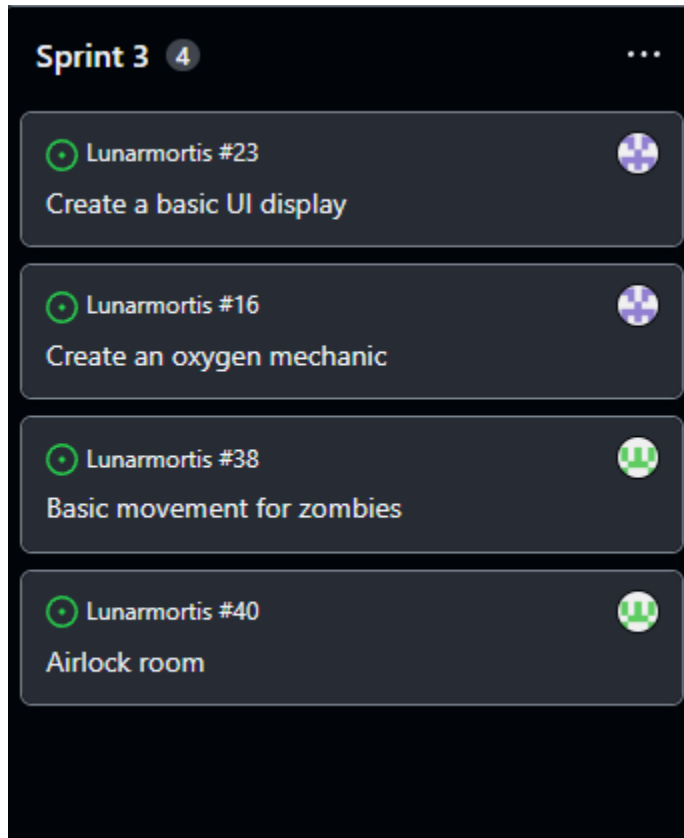


Group Report 6

Summary of the previous week

This week started with the goal of completing the remainder of the sprint 3 tasks.

Due to other ongoing commitments, development has been slower than usual and as a result, a couple of items will be moved to the next week.



The sprint 3 tasks that have not been completed yet will be aimed to be completed during sprint 4 instead.

Story

The story has undergone a drastic change, which will affect how the game plays and how the story will be told.

Summary

Humankind has begun excavating resources from Saturn's icy moon Titan. They're harvesting thick, compact ice to use as water for the space station and to send back to planet Earth.

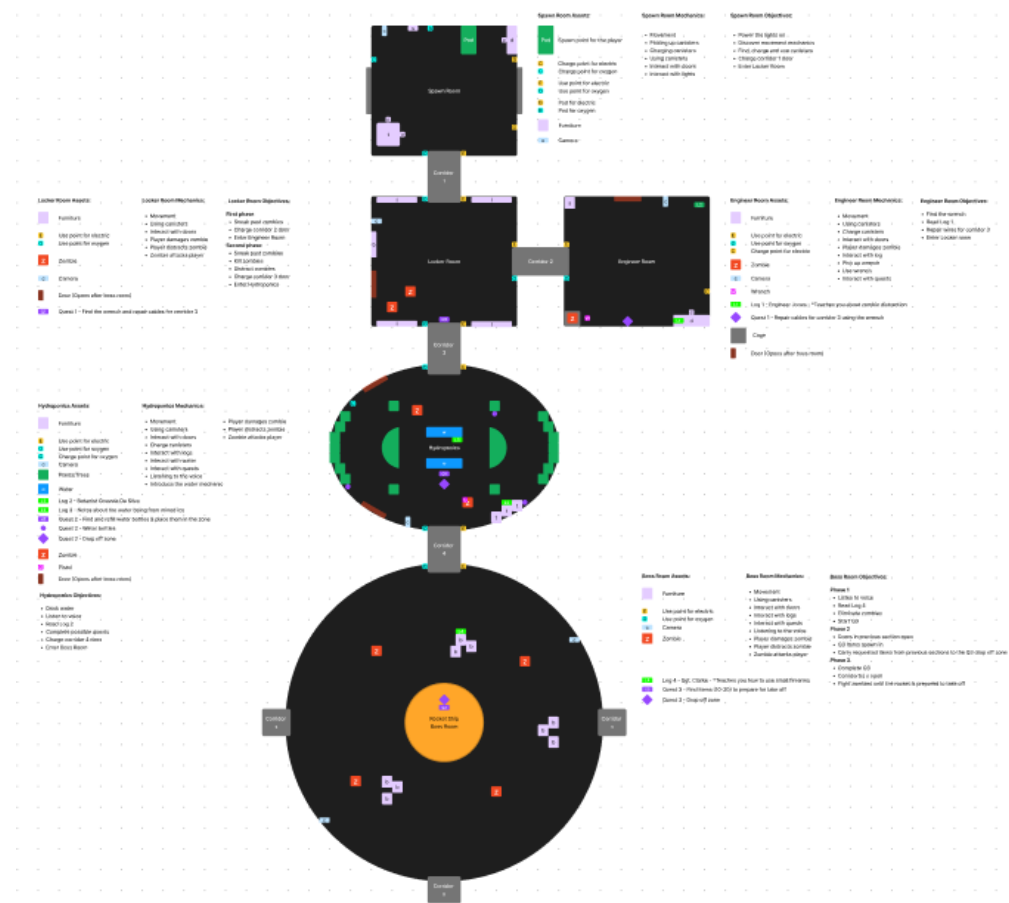
Within the thick ice lies a virus which will end up wreaking havoc upon the space station, and its inhabitants.

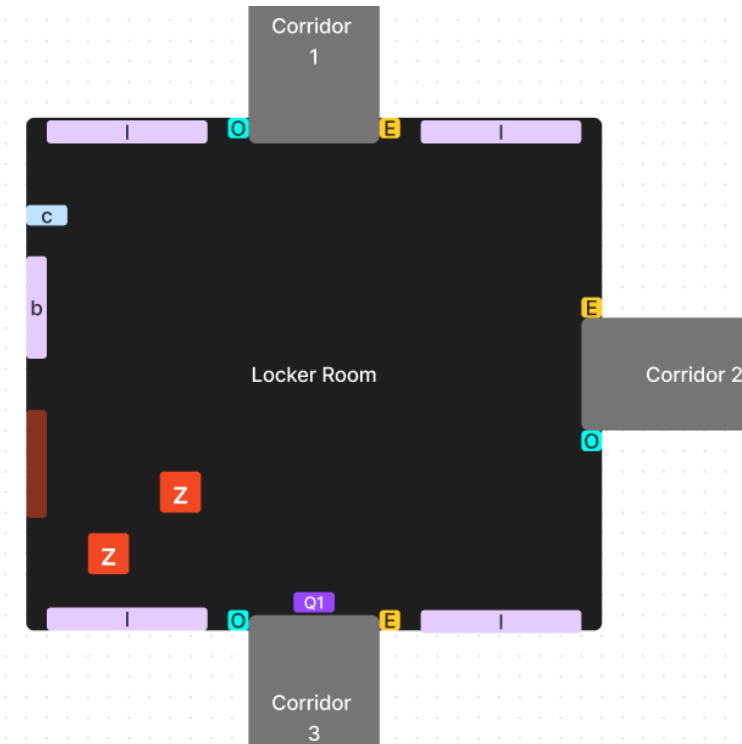
The virus learns of Earth through the memories of the crew members and sees all the potential hosts back on the humans' home planet.










This is a summary of the new story written by Sam. A PowerPoint storyboard has been created to aid the direction of the game and creative efforts.

Mock base





Locker Room Assets:

-  Furniture
-  Use point for electric
-  Use point for oxygen
-  Zombie
-  Camera
-  Door (Opens after boss room)
-  Quest 1 - Find the wrench and repair cables for corridor 3

Locker Room Mechanics:

- Movement
- Using canisters
- Interact with doors
- Player damages zombie
- Player distracts zombie
- Zombie attacks player

Locker Room Objectives:

First phase

- Sneak past zombies
- Charge corridor 2 door
- Enter Engineer Room

Second phase

- Sneak past zombies
- Kill zombies
- Distract zombies
- Charge corridor 3 door
- Enter Hydroponics

The website used to create this design is called 'Figma.com'

The first image is the overview first version of the mock base which Sam prepared for the demo level. The second and third image shows one room close up. The design base shows the different rooms, the assets, the mechanics and the objectives for each room.

This design will be useful for Dylan and James to visualise how the game will look, and which mechanics to implement in which locations. Max can also access this design to visualise how the music will fit in with certain events.

Character models and animation

This week Dylan has been working on creating a character model for our player and has also created character models for zombies. The software he used was Blender.

This link contains a video displaying the zombie model and animation.

<https://youtu.be/Frn-07Tvm94>



This link contains a video displaying the player model and run animation.

<https://youtu.be/ZBUQa4EkRHw>



This link contains a video displaying the player model and idle animation.

<https://youtu.be/EH-R7UKebhs>

Sound and music

This week max has been working on another piece of music for the death screen. He's also been working on a few sound effects;

- Oxygen connected
- Gun reload
- Gunfire
- Gun empty
- Gun pickup
- You died

This link contains the sound effects and music mentioned above.

<https://youtu.be/K9-PWqWpgE8>

While working on these effects, Max has also been thinking about how to implement the voice with distortion.

Sprint 4 plan

For the next sprint, we will need to finish the sprint 3 tasks;

- Create a basic UI display
- Create the oxygen mechanic
- Create a thirst mechanic
- Basic movement for zombies
- Create an airlock

As for new tasks, we currently have;

- Finalising logs, and creating images and text to display elements of the story and also the log locations.
- Voice recordings for the zombies, the hivemind, and the hivemind with distortion.
- Creating a physical level based on the mock design above.
- Creating basic box assets for the level. These will be very basic, and will just be used as a template for finalised assets.