

Lunar Mortis

Sprint 4 Group Report 7

State of the Project

This week our group began work on our Sprint 4 tasks, as well as the tasks from previous sprints not yet completed. Unfortunately, since it was a busy week for all group members, and we were hence, we were unable to meet as a full group during this week, we couldn't get very far in completing these tasks as we hoped initially.

This week (w/c 20th March), the group will:

- Create a level ready for play testing
- Create log assets (prioritise the story-required logs), add background/lore if time
- Basic UI needs to be completed
- Oxygen mechanic needs to be completed
- Movement for zombie assets (possibly)
- Airlocks room mechanics

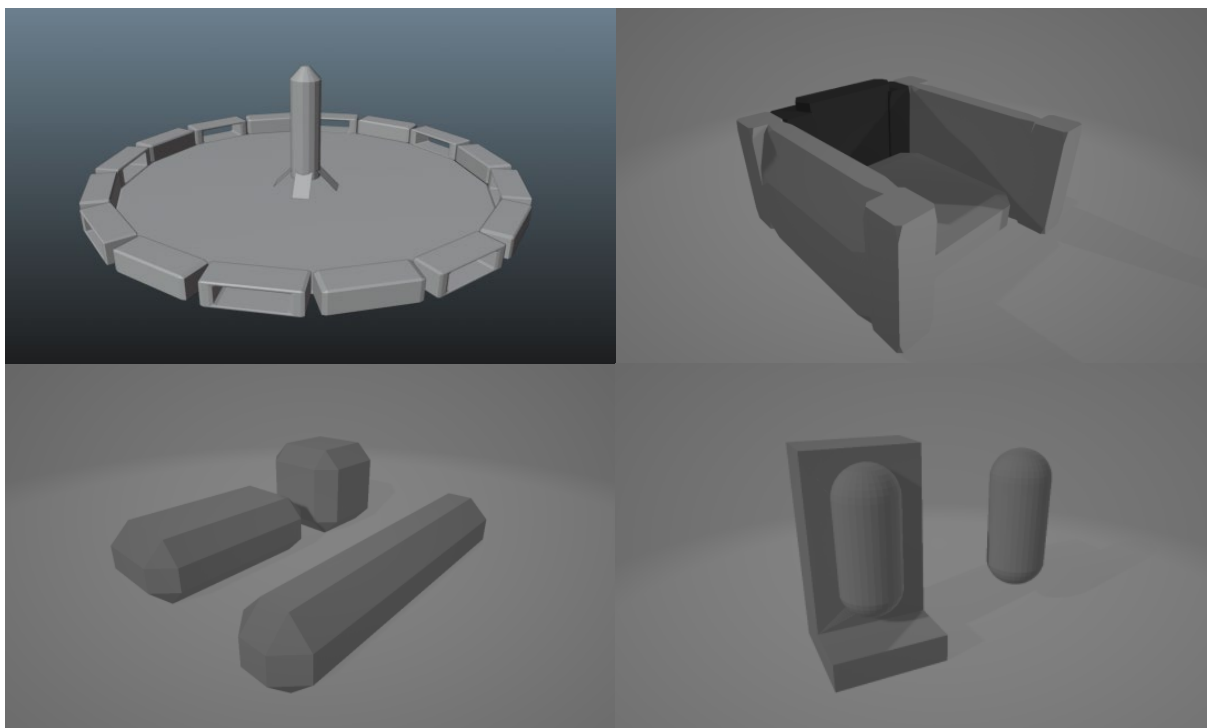
Sprint 4 3	Sprint 3 4
<div><div>Lunarmortis #47</div><div>Level ready for a play test (basic mechanics and rooms only)</div></div>	<div><div>Lunarmortis #23</div><div>Create a basic UI display</div></div>
<div><div>Lunarmortis #48</div><div>Finalise logs</div></div>	<div><div>Lunarmortis #16</div><div>Create an oxygen mechanic</div></div>
<div><div>Lunarmortis #18</div><div>Create a set of rooms to be used during the demo</div></div>	<div><div>Lunarmortis #38</div><div>Basic movement for zombies</div></div>
	<div><div>Lunarmortis #40</div><div>Airlock room</div></div>

Story

No major changes to the story or plans for the demo level currently. Sam has been mainly focusing on finalising the layout for the demo level so that Dylan can build the appropriate assets and James can implement these into Unity. Sam has also worked on log card assets for James to include in the game.

Assets

This week Dylan has been working on the smaller assets that will be used to populate the demo level, these assets will include basic boxes, cylinders etc. that can be placeholders for certain objects for the level.



Sound Design

For this week Max has been experimenting with Zombie sounds using sample voice recordings, he aims for these sounds to be ready by the end of the sprint. He has also been researching the issue of live in-game sound modulation and distortion that can take place within Unity, he feels confident that a solution is possible within Unity's built in sound mixer effects.

Level and Mechanics

This week James has successfully implemented a battery charging mechanic with the door assets, and he included all the current music and sound effects in the level. He has also imported most of Dylan's 3D assets and animations into the level. He has begun work on

organising the level around Sam's demo plan.

Current demo video: <https://youtu.be/5kDYf2xj02Y>

Plans for coming week

Next week we have agreed to start work on the Zombie AI and sounds, as well as complete the rest of the sprint tasks that we have.

Contingency Plan

Since not everyone was able to attend the meetings during the week, we agreed that we should each assume roles of our other group members in the event they are unable to contribute to a sprint.