

# **Lunar Mortis**

## **Sprint 4**

### **Group Report 8**

#### **State of the project**

This week the group met 3 times in total to discuss ideas and update each other on the progress of work for sprint 4. In our meetings we put together more assets we've created and discussed plans for the future. We put together more of the test level with working doors and charging stations where the plan dictated and added more rooms Dylan designed and more sounds From Max. We also went through and did a group reading of the story logs that Sam created and Alice sent the group designs for the data pads. The Zombie AI was also implemented later in the week.

#### **Music**

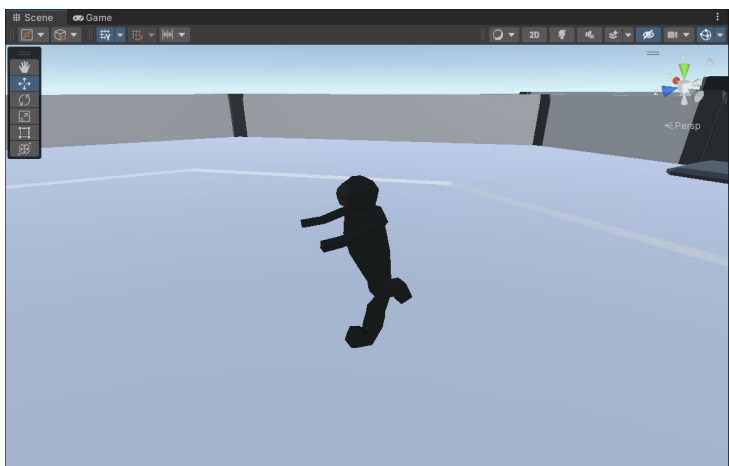
This week Max used the uploaded updated file for Lunar mortis to get a feel for the game and start creating in game music for when the game is playing

#### **Story and Logs**

This week Sam has been working on the logs for the story. Sam and Pete discussed the possible layouts and general presentation of the logs for the players. Sam has also written logs for the main story, these include text which informs the player of something and images which accompany the scenario.

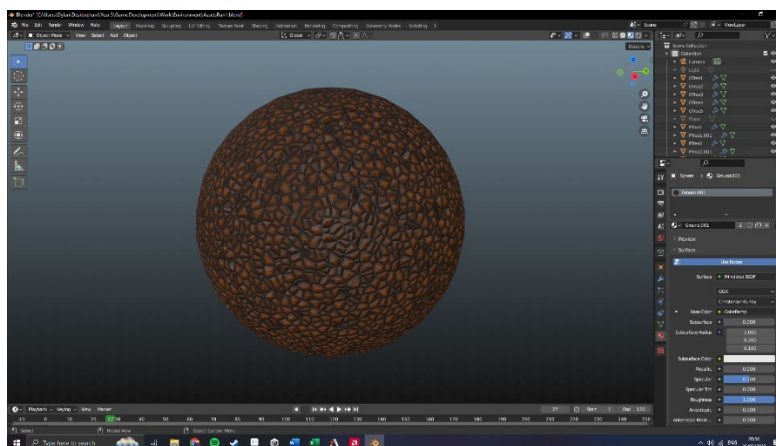
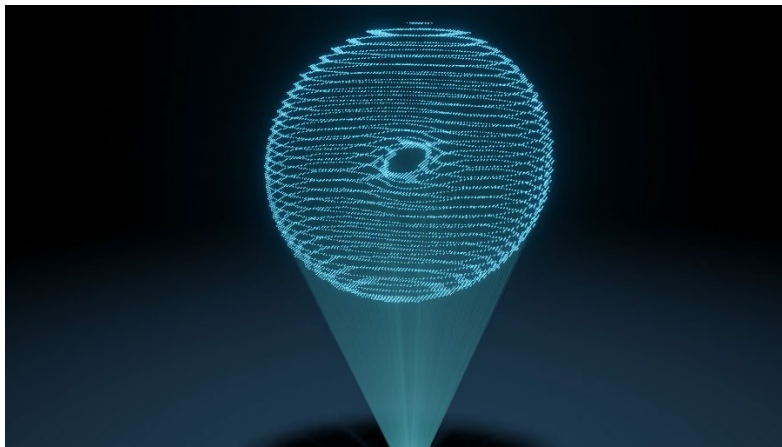
#### **Programming**

This week James finished putting Dylan's assets together to make the final level layout. Once this was done he could let Max and Dylan know the final sound effects and models missing for the final design. He then constructed the code for the zombie AI to make them patrol rooms and then chase the player when they get within range



#### **Graphics and textures**

This week the group decided the base model for the base needed more colour and texture so Dylan has been creating new textures that can be implemented on floors, walls and items to make the whole things more visually interesting



## Plans for the next 2 weeks

After this week we have a 2 week break for easter and then sprint 5 will begin so James uploaded a zip file of the current project so we could catch up on the final tasks that were missed in sprint 4. over easter Dylan could go through and work on the graphics of the test level, adding textures and decorative objects such as chairs and tables to make it look nice. Max will spend these 2 weeks composing in game music and the final sound effects requested by James. James will go through and add the logs to the game itself to be accessed when playing and using similar code to the charging

mechanic he will add the oxygen mechanic to rooms. Sam will finalise the visual look of all the logs ready for James to add to the game.