<u>Lunar Mortis Project.</u>
<u>Week 5.</u>
<u>Sprint 3.</u>

<u>Introduction:</u>
The Lunar Mortis Game project has so far been very productive, and all targets have been met, resulting in a very effective foundation. We have reached a key point in production where core game assets, concepts, and gameplay loops are now being produced.
This report doubles as a mission statement for sprint three and shall be concluded with the next report.

<u>Progress so far:</u>
The project so far includes:
-Basic gameplay level.
-Basic player character that can:
    -move.
    -pickup objects.
    -run.

-A basic level with assets that can form rooms and corridors.

-Soundtrack that includes:
    -Menu music.
    -Combat music.
    -Ambient music.

-Sound effects that simulate:
    -Doorways.
    -Footsteps.

-Partial storyline.
-Several gameplay lore logs.

-Functional Menu with implemented sounds.

<u>Tasks for this sprint:</u>
As mentioned, the foundation has been set, so now the basic gameplay features are required along with various other aspects the improve both the functionality and the appeal of the game.
For Sprint 3, we have agreed to undertake the following tasks:

Characters:
-Basic Player Model.
-Basic Zombie Model.
-Basic Zombie AI. (Moving from location to location.)

Environment:
-Dome Room Environment.
-Airlock Room.

Sound:
-Zombie "Aggro" music.
-Death Music.

Gameplay:
-Create a Basic UI Display.
-Oxygen Mechanic.
-Working Doors.

Story:
-Flesh out story and build upon lore logs.

Other:
-Come up with a studio name.

Who is doing what:
James will be tackling the core gameplay aspects while Dylan will assist
while working on the graphical assets. Max will continue to develop the
Audio and sound effects, while Sam will continue working on the story side
of things.

Story:

The story and lore elements of Lunar Mortis has been altered slightly in favour of newer and more exciting ideas. We have decided to develop the mystery aspect of the story by establishing facts but giving the player a certain perspective in order to reveal the plot twist.
Here is the current Story/Lore:

		Fact:	Perspective:
Water Is the Cause of Infection.		Outbreak.	
		Player gets put in Pod.	
		Time passes.	
You are the last hope for the virus.		The Virus let you out.	You wake up in pod.
GAME BEGINS.		Base is in Chaos.	"What has happened?"
		Its really the Hivemind/Virus.	Talk with another person.
Voice in head becomes distorted if thirsty.	Drinking water adds to the delusion.	The voice is manipulating you.	Voice tells you where and how to get ship running.
		Guides player toward escape.	
		They are also infected.	Player helps other survivors.
		Navigating level gameplay.	
		Actually infected water.	Fill ship with fuel.
	END:	Epilogue: you find everything out too late.	Player escapes the moon.
		You were manipulated by the hivemind.	You "Escape" to earth.