Week 6

Update on current actions:

- Lauren: Basic model made, character designs done on paper, looking mint

- Skye: Prop design started, farmhouse/shed is large prop, can be stood on, crate is middle sized object and can be moved, small pot is small object, can be jumped on

- Dennys: Composer meeting was good, got a designated composer, little bit of experimental music design, worked in an orchestra

- Andrew: built familiarity with unity interface

- Tim: created a default character controller

New items to action:

- Angus, Dennys: Level design, which ones are needed/what’s good, decide on a full 8 for next week

- Dennys, Skye: organise with Lauren whether to start the rigging of the basic model

- Huw: Compile a list of foley sounds, list them with variations, think different idle sounds

- Skye: keep working on garden props, smash them out

- Lauren: model the masks, start on the clothes

- Andrew: follow a youtube tutorial to create a simple pause menu

Further notes: