Wednesday, 26th Oct 2016

Based on the feedback from both Rob and Eddie on Wednesday tutorials, we are going to include, in future presentations, a brief introduction about the game we are producing. Also, a good riding advice we received is “Game Feel, A game designer’s guide to virtual sensation” by Steve Swink. We discussed the next week work which is going to focus on designing and building props and environmental assets for our first level in “SoulLust”.

Wednesday, 2nd Nov 2016

This week tutorial was conducted by Dave. After the tutorial was finished, we talked about the gray box status, as well as what we need to have for our environment programming: traps behavior, braziers’ behavior, colliders on gray box mesh when done. Also, particles for both braziers and spear traps will be implemented.

Wednesday, 9th Nov 2016

For this week tutorial, we had Chris.

Until 16th of November we will focus on getting the presentation done, with a demo for the introductory temple level to show, with most of the props that we want, included. Traps, gates, braziers and the wood scaffoldings are all scripted and ready to be placed inside the level, accordingly. We also discussed about the first Viking theme level and we have a rough design for it.

Wednesday, 16th Nov 2016

Today we held the second presentation of the semester. Dragos could not attend but we spoke on Skype about the presentation and what changes we can make in the future in order to improve our project.

Key points:

-further game-play and in game sequences will be presented as recorded videos instead of live showcase;

-plans and ideas about the design regarding the second map in the game which will include the combat;

Wednesday, 23rd Nov 2016

We had Eddie and we spoke further about how we can improve the way we conduct a presentation. We started creating recorded videos of any media that we want to show.

We also went more in depth with the design decisions regarding “Viking01”.

The map should follow both learn-practice-master loop as well as we want to focus on stress and relief. The map will be split in rooms. Every room will have a number of enemies. In order to progress further, the enemies need to be defeated within the room. Between rooms, there will be corridors in which we encourage exploration.

The map will contain progressively more enemies with every room.

Wednesday, 30rd Nov 2016

Today we met and worked on the level design of the “Viking01”. We drew a sketch of the map following the two principles: learn-practice-master loop and tension and relief.

We worked on the sketch by adding and removing elements until we were pleased with the general shape and room size and position. Every room will feature a gating system in order to stop the player from rushing through the level. While within the room, all enemies must be defeated in order to progress further.