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 graybox status, as well as what we need to have for our environment programming: traps behavior, braziers’ behavior, colliders on graybox 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.