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. He asked us about what direction we would like to focus on regarding the combat and gameplay pacing. Our goal is to create a challenging experience by combining both alert confrontations