Wednesday, 26 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”.