What’s news 31/10

Art

This week we finished the 2 kinds of style environments sprites: Aztecs and Egyptian. Platforms, columns and backgrounds.

The focus for next week will be Eastern temple style environment and animations.

Sound

In this week make the new 3 pieces of level background music for Aztec style, when it play in game, the order will be random but harmonious.

Next week will keep work on the background music for different style.

Program

In this build we have implemented the new level design, based on the new mechanic of transporting platforms rather than portals. Simplify the control of Raven, deleted the double jump and combine the veil jump. Use the placeholder for enemies (just for this version).Put the Aztec and Egypt style in to the game. Implement the bunch of sound track.

Next week plans to implement the behaviour of enemies, dialog stuff and soft tutorials.

Level Design

In this build we have implemented the new level design, based on the new mechanic of transporting platforms rather than portals. This level design is also the final version (pending minor changes). One aspect that has changed (not yet implemented in this build) is the nature of the enemies. Before, they were simply roadblocks that required jumping and other timing skills to get past. Now, they are more akin to the puzzle theme of the level, where the platforms must be used to prevent the enemy from killing Raven, or getting them out of her way.