What’s news 07/11

Art

This week we finished the:

* Eastern temple style environments sprites.
* End of goal, a mysterious portal.
* New looks of Raven!
* Raven walk cycle

The focus for next week will be animations and enemies.

Sound

In this week

* Composed 3 Egyptian/Middle-Eastern styled loops
* Set-Up Wwise structure so that Soundtrack smoothly transitions in-game between different styled loops dynamically
* Set-Up Wwise structure so that when interacting with platform; cues a transitional stinger and simultaneously slows down the music and then speeds it back up
* Re-Implemented the 3 Aztec Loops with the new Functionality
* Set-Up Wwise structure for and designed additional SFX assets (several still to be implemented in Unity)

Next week

* Finish composing the 3 Far Eastern loops
* Design and implement additional assets to add polish and audio detail
* Identify additional sounds that *could* be made in order to add further polish
* Ensure currently complete audio assets within Wwise are then implemented within Unity
* Potentially create ‘ambiences’ for each plane (Same functionality as the music tracks)

Program

This week we finished the:

* All new environments in the game.
* Dangerous enemies with deadly behaviours!
* Dialog in game, and some soft tutorials.

Next week plans to finish implementing the animation of characters and enemies.

Design

This week we implemented:

* Pause Menu UI
* Victory Screen UI
* Dialogue, which serves as a guide for the goals/level mechanics in the early stages