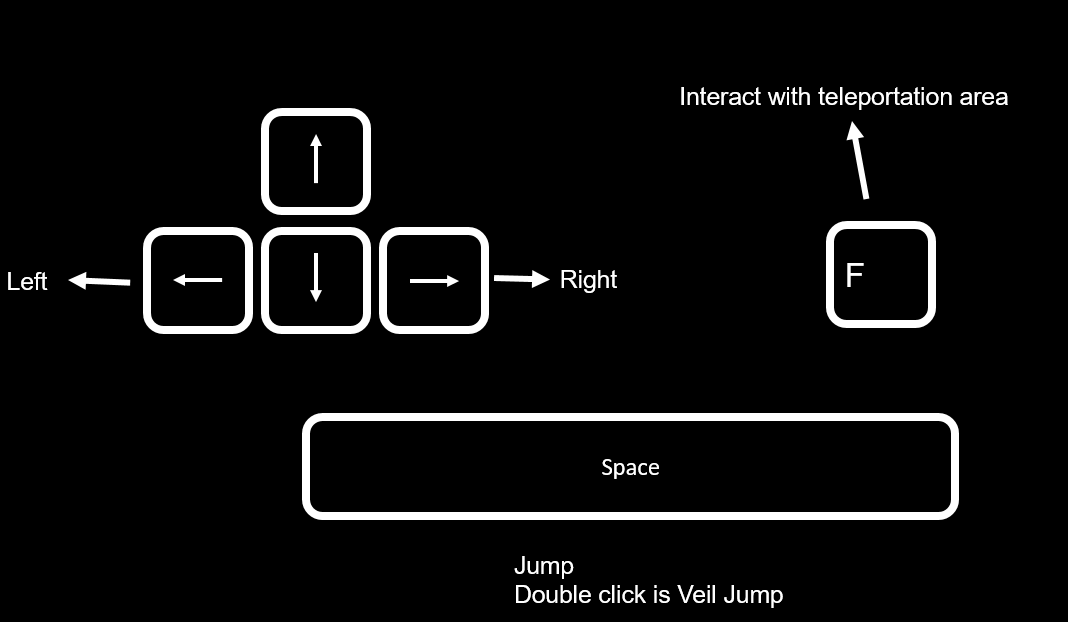
Team 10 - The Veil

What's new in this demo:

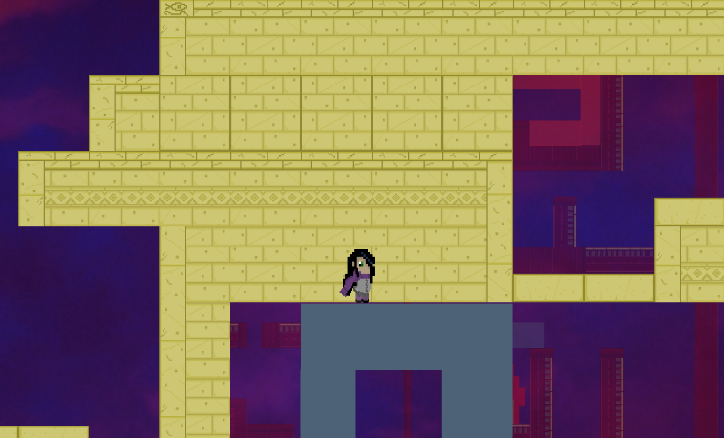
* This week’s demo we optimized the dialogue event, implement the tutorial dialogue in the game.
* Raven has the new animations of walking and jumping, the teleport and veil jump animation are waiting in asset.
* New Eastern temple style background music are presented in the game. We also fixed the sound problem from the feedback before.

Current controls:

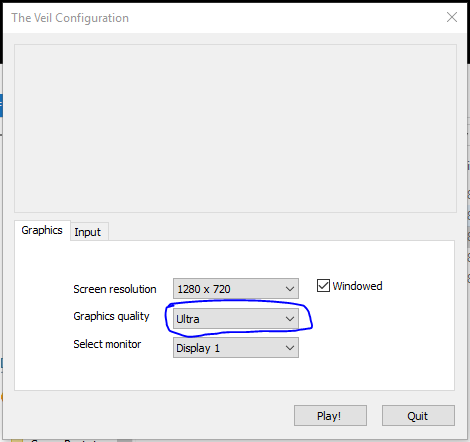


Known issues and bugs:

* Some of the teleport platform are not set for the appropriate condition, if the player is touching the teleport platform and presses ”F”, the player and platform will teleport to a strange place and this will break the game.



* The lever sprite is currently invisible.
* At the start of the game, must set graphics quality into Ultra, otherwise some game mechanics will not work.



Future plan:

* Testing, find out the bugs and plan the solution.
* Fixing bugs.
* Finish implementing art and sound work.
* See emailed ‘Proposed Future Implementation’ document