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!

The focus for next week will be animations and enemies.

Sound

In this week

Next week

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 implement the animation of characters and enemies.

Design