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

* **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 implement the animation of characters and enemies.

Design