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

I have ensured that all Wwise Logic-Structures, Functionality and crucially the Unity Implementation are complete. This was a large job which required much troubleshooting between myself and Jonny. This process has shown me how much my lack of experience using middleware can affect the project. More time has been spent ensuring the sounds and music playback correctly than spent creating sounds themselves, but now that all the systems are in-place there is nothing left to do but populate and update assets.

There should be very little programming required from this point, and with Wwise functioning as it should I am now free to focus on generating higher quality assets, mixing and creating a more coherent audio-environment. Music now transitions between differently themed loops as Raven interacts with the platforms, and all main interactions have sound, where there is silence, proven functionality is there to be populated with assets.

Most importantly this push for feature complete has forced me to overcome my largest obstacle in this project: Middleware and Integration. This process has given me an insight into the industry which I lacked before, and although I felt confident producing sounds at a comfortable rate within the deadline, I had not originally considered or allowed for the time needed to learn and implement technical, game development-centric technical skills.

It gives me great confidence that from this point I am freed up to focus on developing the soundtrack and ambience assets for the game.

* **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