What’s news 17/10

Art

This week we finished:

* Some environments sprites: Platform.
* Some item sprites: door and locked, lever.

The focus for next week:

The animation of main character, and how to emphasize the veil in games.

Sound

This week we finished:

* Some effect sound like: door, lever.
* Enemies’ sound like: ghost, skeleton, enemy noise.

Next week we will do:

* The background music of level 1, different music style between the different slides in same level.
* The sounds of Raven’s action.

Program

This week we finished:

* Building the level 1, without skeleton enemies.

Next week we will do:

* Finish the movement of enemies.
* Build more levels.
* Implement the new sounds in game.
* Implement Raven’s action.

Design

This week we finished:

* Environment art style design.
* New level design.

Next week we will do:

* Design Raven’s action.