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:

Finish environment art.

Sound

This week we finished:

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

Strangely productive yet not-productive. Wwise middleware has now successfully been implemented and is now the audio engine being used within Unity.

Going forward I will be able to create more intricate sounds that react to player interaction and create a more dynamic audible landscape.

However... in doing this it means our current build is temporarily without audio, while I prepare Wwise 'logic-structures' to re-integrate audio.

I am confident however that this was a 'wise' decision and will help make audio and music in-game less repetitive and keep player engrossed.

In addition to these notes I have moved my audio asset list to excel, as it is easier to update and keep organised (rather than have multiple new files)

Primarily this will be essential in keeping Jonny informed as to what audio is being implemented and when and in what context, now that

I will be working directly with Unity.

This implementation process was by far the most daunting prospect for this project and now that it is in place I can return to creating music and assets.

The next step for the game will be to re-integrate our original audio with the Wwise engine (instead of Unity) and complete SFX sounds for elements currently present. I can also apply some randomisation effects to the audio to prevent listener's fatigue.

I will begin composing the brunt the main musical tracks once I have a clearer sense of aesthetic and style, provided by design and art assets. This is important as we plan on having each plane have their own unique flavour and I want the music to reflect this.

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 level 1, without enemies.
* Added perspective camera effect for planes and follow camera with restrictions on x and y axis to keep within level frame and smoothing.
* Added level rotation
* Added dynamic switching between planes. Added animation for plane fading/movement. (WIP)

Next week we will do:

* Finish the behaviour of enemies.
* Finish dynamic switching between planes
* Implement the new sounds in game.

Design

This week we finished:

* Environment art style design.
* New level/mechanic design. We are changing the portals (that do not move) into platforms that move between planes. This is not yet implemented in the current build.

Next week we will do:

* Iterate on level design using the new mechanic.