What’s news 17/10

Art

This week we finished the some environments sprites and item sprites like : door and locked, lever, platform.Currently, our focus has been on putting in placeholder sprites for Raven and the enemies in the level. As such, these sprites are overall the look we are going for, but will be refined into finalized versions in the next few weeks. This means that we are not implementing the animations for these models, as they would need to be redone when the final sprites are put into the game. The environment/background are placeholders as well, and the focus for next week will be to make environment sprites such as columns, platforms, etc.

Sound

To this date we have within the game:

- 1. 'Music loop' to later be used as the menu screen, currently acting as placeholder for the level.

- 2. A 'Jump' and 'Jump2' sound triggered by jumping and dbl jumping (spacebar) respectively.

- 3. A 'VeilJump' sound triggered with by pressing the 'W' key (core mechanic.)

- 4. A 'Key' noise which currently functions as a placeholder for the portal noise (later to be heard when collecting keys throughout level.)

To this date we have sounds ready to implement:

- 1. 'CreditSequence' to be heard upon completing the game.

- 2. 'Enemynoise' x3 SFX to be triggered randomly when player's character is nearby associated enemy (to function as a form of audable warning.) This noise will be EQ'd within Wwise to be heard muffled when player is in adjacent plane to that of the enemy.

- 3. 'GreenGoo' a bubbling/acidic noise to be heard when nearby acid hazardous to the character (again functioning as a warning.)

- 4. A 'RotatingPlane' noise to be heard when player activates lever which rotates adjacent planes, slow and grinding, then locking in place.

- 5. 'PortalA' Sound to be triggered when activating one of the 3 portals (Sound affect ends with a musical tone, consequent portals will result in different tones to be heard, ensuring variation and satisfaction as player when moving between portals quickly results in a musical progression.)

- 6. 'TxtSpeech' blips to be heard as text arrives on-screen (possibly not in final build?)

Sound/Music still to be designed/composed:

- 1. 3 Separate music loops 45seconds-1minute each (roughly :) They will each trigger when in any one of the 3 planes. Moving between planes will trigger the current track to end and the other to begin.

- 2. 6 very-short transition pieces of music to help soften the move between each loop and remain musically satisfying (not-jarring.) This interaction/implementation will be one of the core audio-game mechanics which ensure satisfying gameplay.

- 3. Various audio to accompany key enemy animations e.g. Skeleton throwing a 'rib-boomerang.'

- 4. Sounds to be triggered upon 'Raven's' death or the successful completion of the level.

As the game progresses and evolves further sounds will be designed to accompany new mechanics/assets etc., current lists discuss largely audio deemed highest priority.

The next step is to implement Wwise within Unity and begin creating the logic structures for when sounds will be triggered and how they might evolve over time/react to player's actions within the game. This will make further changes/additions to audio within the game easier and more impactful.

Program

Since the last build, we have put enemies into the level although the only behaviour we have implemented is the Ghoul, which follows a set path and kills Raven on touch. The Skeleton and Ghost behaviour will be implemented for next week. All enemies kill Raven on touch. Once the animations for Raven dying have been completed we will implement these and put a respawn time for the animation to complete. Currently the logic has been created for respawn which we can build upon. A 0.5 second freeze time when travelling through the portals has been implemented in this build which is a placeholder for the animation of going through the portal that will be implemented when this art has been completed. Movement has been tweaked according to feedback from Martin. They now feel more responsive when jumping and horizontal movement has inertia greatly reduced.

Level Design

This ‘level’ is simply a place to add assets and test mechanics. After we feel comfortable with the assets we will begin implementation of the actual level design (see images in Design/Levels). Once this is accomplished, we will go through rigorous playtesting and refining, but at the moment the entire level here is a placeholder.