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.

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.