What’s news 17/10

Art

This week we finished:

* Some environments sprites like: Platform.
* Item sprites like : 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:

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.