

Sprint #05: Functional UI and Placeholder Assets

[Level Walkthrough](#)

[Update #07 - Level, Mechanics, SFX, Camera FX, etc.](#)

Overview

In more concise terms than that of the video, I will list the functions that I recall having implemented in my game level since the last update below.

- Dolly Zoom Camera Effect
- Stylized Fog, Painting Post Process Materials
- Stationary Wall Camera
- On Rail Camera
- Dynamic footstep noises depending on material of floor
- Zipline, Punch, Death and Jump Pad SFX
- Four new level sections
- Turret, Melee AI deal damage
- Updated Health/Mana UI
- Created Death Screen with Video Backdrop
- New Imported Assets
- Fish Niagara PS for Isaiah
- New Level Music

As you can probably tell, in contrast to my previous update videos I've been focusing much more on my level and making a noteworthy gameplay experience for prospective players and integrating existing mechanics that I've been debugging with the new levels.

My overall goal is to lather the player with atmosphere and engaging combat which will be completely integrated hopefully by the next sprint to distract them from the overall bugginess of it all, considering how it's a student game and we don't exactly have all the time in the world and as many resources as an actual studio to make the game look and feel and sound perfect.

Despite the last paragraph, I am implementing some quality of life improvements to the game, such as the footstep noises and the multidirectional movement that I developed early in the semester and the other SFX, I do plan on adding some more other than the ones I listed above but as it's a rather time consuming task I think I'll leave the remaining QOL work to whoever wants to do it while I continue working on my levels and fashioning them into something I can be proud of.

