

Cubist Entertainment

Spring Cleaning

Week 3 Progress





How Trello Looks Now

Bug Fixes



- Drop in framerate upon launch mitigated/eliminated
- Haptics fixed

UI Features

- Added a display showing how many balls you can hit before getting incinerated
- Refilled after successfully hitting a ball into a wicket
- Displayed on a tv monitor attached somewhere in the room
- Implemented, but not visible in-game yet



Changes From Previous Build

- Retextured floor and walls
- Replaced pipes with pillars lined along the walls
- Changed the timings of sounds
- Added tracking light to ball
- Incineration volume now varies with distance
- Haptic feedback - controller vibrates on hit
- Added mallet-ball collision sound
- Added sounds indicating gravity puzzle start and finish
- Added sounds indicating gravity turning on and off





What's Next

- Developing dynamic objects in the scene
- Structuring the scene to also give more subtle instructions (e.g. sound/lights that indicate the next wicket)
- Instructional voiceovers
- Get Kimberly to use git