Report Week 40

Team

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Project idea

Fast track
A game where you work as a tsa airport agent. You have to check passengers and scan their items. Judge whether they are suspicious or not.

Previous week status

Worked on basic music idea for the game. Have 1 sample track ready.

Current status

Worked on some concept art. Figuring out what style we want to go for.
Worked on the general story for the game and scripted events.

Outcome

Problems encountered

How to make the style not too complicated and doable withing our project time frame.

Next steps

Figure out how we want to show the characters in the game. Getting a basic gameplay ready.