

Report Week 46

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

Progressed towards MVP.

Current status

Worked on creating a basic level. Overall progressed on MVP. Did some surveys regarding the UI layout

Outcome

Created an inspection view for inspecting the luggages. Created a audiomanager, split the audio for fx and music tracks. Got feedback about the UI button call being hard to read.

Problems encountered

Problems with dialougebox, the prefab made last week did not work as expected when importing it to the project. Inspecting luggage did not work as intended.

Next steps

Final steps towards what we had planned as MVP. Make the title screen. Then fine tuning.