

Report Week 41

Team

Arunanthi Gunapalan
Henrik
Rafal

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 the art for the game

Current status

Worked further on the music, experimented with some sounds. Continued work on story. Created a github repo with all members invited and have access.

Outcome

- Figured out some sound ideas to use
- Might use nanoloop sounds. Nanoloop is a step sequencer for the Gameboy systems. Would be interesting to incorporate these retro sounds to our game. Goes well with the pixel art style to give a retro feeling to the player.

Problems encountered

Making a coherent sound for the game, a theme.

Next steps

Work on basic implementation of the game. Work on the art. Start working in unity.