Aesthetics
Within the Layered Tetrad (based on Schell's):
Aesthetics are the elements perceived by the player's five senses, which includes the:
- Looks
- Sounds
- Smells
- Tastes
- Tactile sensations

Inscribed Aesthetics
Inscribed aesthetics are those created and inscribed by the developers of the game.

In terms of vision, Planet Hope uses customly created or acquired visual art. Each planet is uniquely coloured and textured, the main player's avatar was created on Blender to match an astronaut's suit, and the inventory screen background was made in Photoshop.

As we worked within a limited time frame, we had to combine custom work with acquired art, with the goal of having the game have the most consistent visual aesthetic that we could manage.

In terms of audio, the game includes sound effects (immediate) that indicate actions such as collecting gems and moving on to the next planet. Throughout the game, background music (medium) sets the mood throughout the game. No dialogue is conveyed throughout a Planet Hope game play.

The game is played using the WASD keybinds and therefore do not include any rumble feedback or haptic response throughout the game. Planet Hope also does not include any taste or smell elements to the game.

Dynamic Aesthetics
Planet Hope includes both categories of the dynamic aesthetics: Procedural aesthetics, which are generated via programming, and Environmental Aesthetics, which are the aesthetics of the environment in which the game is played.

In terms of procedural movements, Planet Hope generates procedural music that activates when the player collides with a gem, making a charm sound. It also includes procedural visuals as the character animates as it moves, as well as a cool flying effect when the player collides with the planet's monster.

In terms of environmental aesthetics, it depends on the environment that the player is within.

Cultural Aesthetics
The community of players of a game makes their own art. Game art for Planet Hope could include new planets, terrain layouts, and collectibles. Fan art is art created that is inspired by Planet Hope. The game play itself could be considered an artistic endeavor depending on how the player thinks of it.

Make a full list with description and explanation of used software

Unity - the main game engine
Online Sequencer - online music sequencer
Audio Mass - free audio and waveform editing tool
Photopea - edit photos and effects for texture editing
Photoshop - photo editor used to create the inventory aesthetic
Blender - 3D modeling software used to make the character
Microsoft Paint - painting software

Item.cs - manages the collection of the any item
InventoryManager.cs - manages the inventory system
Control.cs - rigidcontroller that controls the player
Moon.cs - spins the moon around the planet's orbit
DeathScript.cs - how the player dies when colliding with monsters
Gem.cs - deals with gem collection and destruction
Gravity.cs - keeps the player tied to the spherical planet

Inventory Scene - pulls up the inventory menu
Planet Scene - main scene of the gameplay that showcases the planet