Progress Log Semester 2 INB380

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**Week 6 for Week 7 Desk Critique**

* Naïve playtesting with 9 naïve testers
* Playtesting results analysis
* Made Google forms for Questionnaire and Survey
* Added and removed questions on forms around
* Task creation, management and assignment in Trello based upon playtesting results
* Game design discussion
* Glow material
* Particle effect to make limbs on the ground glow
* Particle effects for correct limb accumulation for Dye Another Day
* Adjusted art style of HUD to comply with recently decided art style
* Implemented a How to Play screen
* Title graphics for Controls and How to Play UI screens
* Adjusted current bone materials to be less shiny and more aesthetically pleasing
* Made plus sign more visible for score animation on HUD
* Removed columns in the Abbey map
* Changed movement speed of legs, one leg, and no leg
* Changed colour of footstep particle effect
* Moved Taygen’s skybox into the map
* Added in background for Host Menu to match Join Menu
* Button text in Host Menu change due to player confusion
* Made respawn instructions appear instantly
* Working on feedback system on the scoreboard to show number of limbs on player
* Working on game.exe icon
* Watched more tutorials on Unreal about advanced materials and particle effects