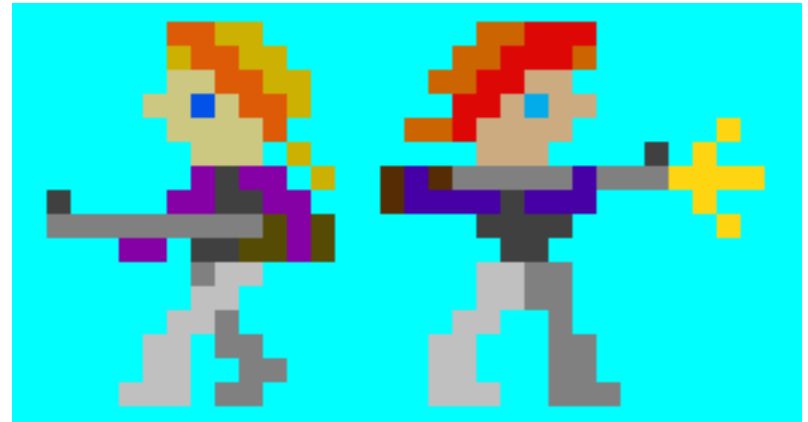


ZYLATOV

SISTERS

UPDATE **2!!**

OCTOBER 14, 2011



NEW MUSIC DRAFTS

Hal's Bonus Stage Song

Larry's Action Song

Larry's Gameplay Songs (Fast & Slow Versions)

Lamine's Power-Up Music

NEW SOUND DRAFTS

Thanks to Hal and Larry for these sound effects!

Dusty

Engine Rumble

Lazer

Menu

Pickup

IDK

Laser

Player Die

Sound2

FINAL ENEMY CONCEPTS

Carson

Magnet Bot



Colton

Electro-Medusa



Larry

Bomber



Patrick

Leaper



Peter

RepairBot



LEVEL THEMES

Carson

Factory/Warehouse with Powerful Magnets

Colton

Robo-Goth Castle

Larry

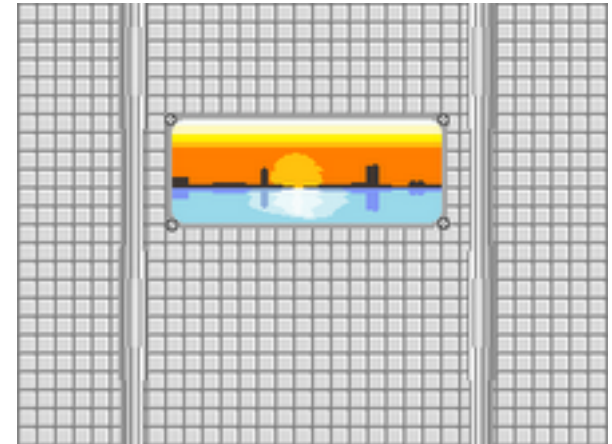
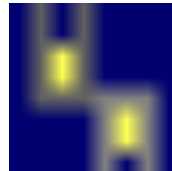
Concrete with Checkered Floor

Patrick

City Theme

Peter

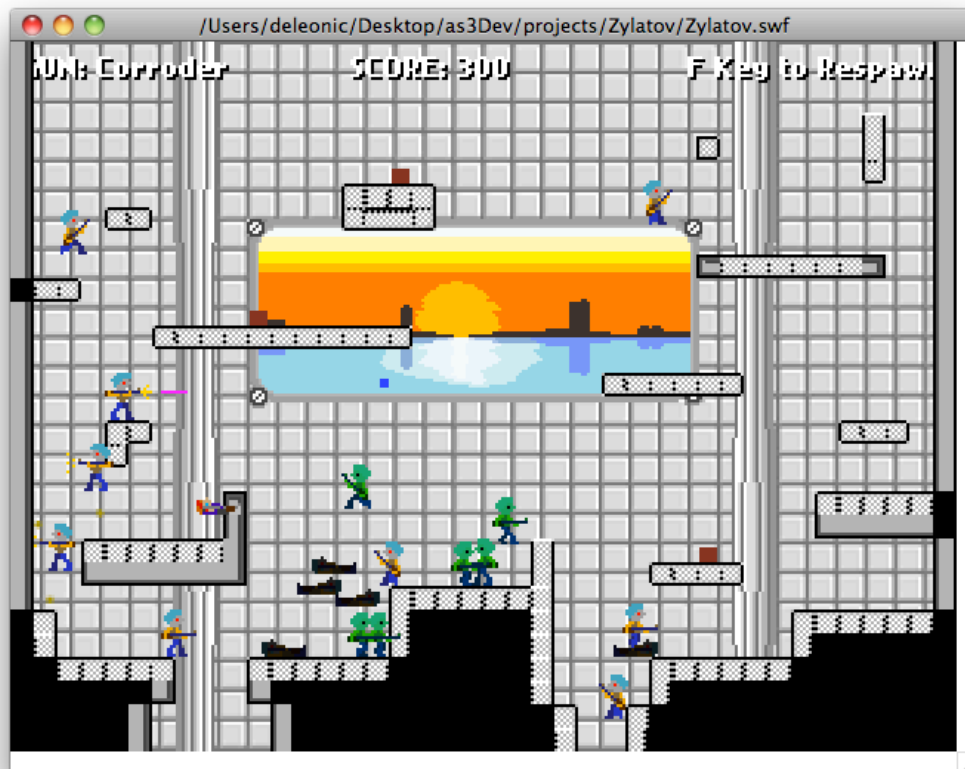
Lava Crater



NEW CODE FEATURES

Level Select (1-6), Weapons Select (QWE...IOP)

BONUS: Peter Aquila is making a tool for designing levels!



WEAPONS PLAYABLE!

<http://zylatov.com/wepTest.swf>

DeLeon

Q - Shotgun

W - Machine Gun

Peter

E - Quantum Rifle

Patrick

R - Assault Bubble

Larry

T - Laser Rifle

Colton

Y - Overload

U - Hypothermia

I - Brushback

Carson

O - Hacking Gun

P - Corrosion Gun

Keys 1-6 change levels

F key resets current level

Tileset/background art in this demo is from Larry's set



NEXT WEEK

Audio Group

Chat with technical designers about their themes

Attempt a song targeting someone else's theme

Design Group

Tile set (full autotile rows) for your level

Background art for your level

Proposal for how you think crates/weapons should work

Explain your case! This is part of design work :)

DeLeon

Integration of all sound effects, music to date

Implement all enemy types

(Rescheduled to be done after that: 3-lives, Co-Op)