

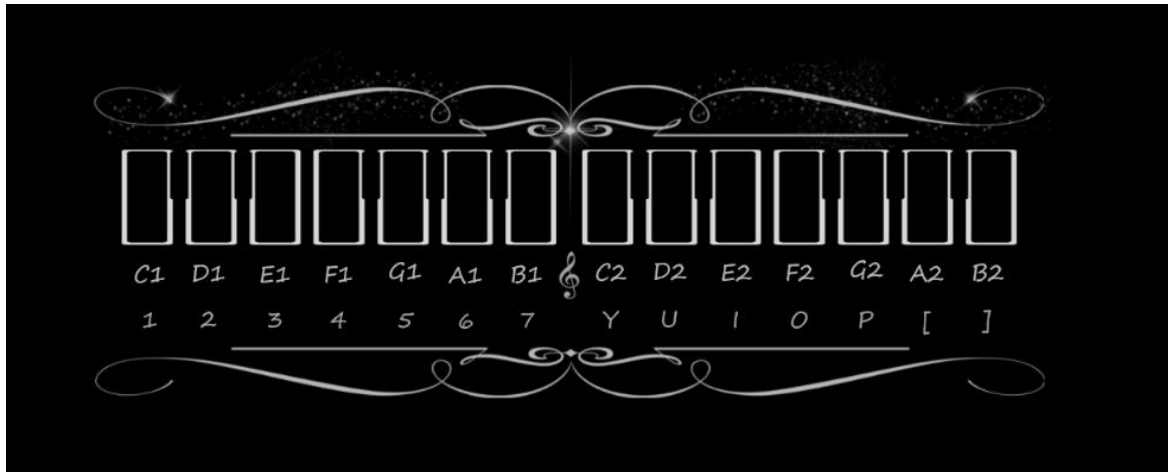
This week I start creating visual elements for the game. As consulted with Jadd, he suggested I can focus on creating visual assets in 2D as it is sufficient for the game based on the design. Initially I planned on making the game on 3D, but through the development of last few weeks I agree with Jadd that 2D visual is good enough. However, I decided to mix in both 2D and 3D elements to make the game looks a bit more different from completely doing in 2D. So, I made a sky box by editing the default one in Unreal engine and adjust its settings and the world settings to make it a starry night scene; some color shifting to change the hue of the scene (to pink) and a Vignette effect to dark out the corner in the post processing setting in the engine; a height fog to blur the edge of horizon as well as scattering the light; and a 2D UI to indicate the note and key bindings for player. The bright UI stands out in the dark scene and I think it is the aesthetic I want. Next week I will be adding shining stars (of the puzzle) complete to the visuals and they should look similar as the UI (the brightness that stands out) so they can have the consistency as they are the major visual elements in the game.

Scene built in this week:

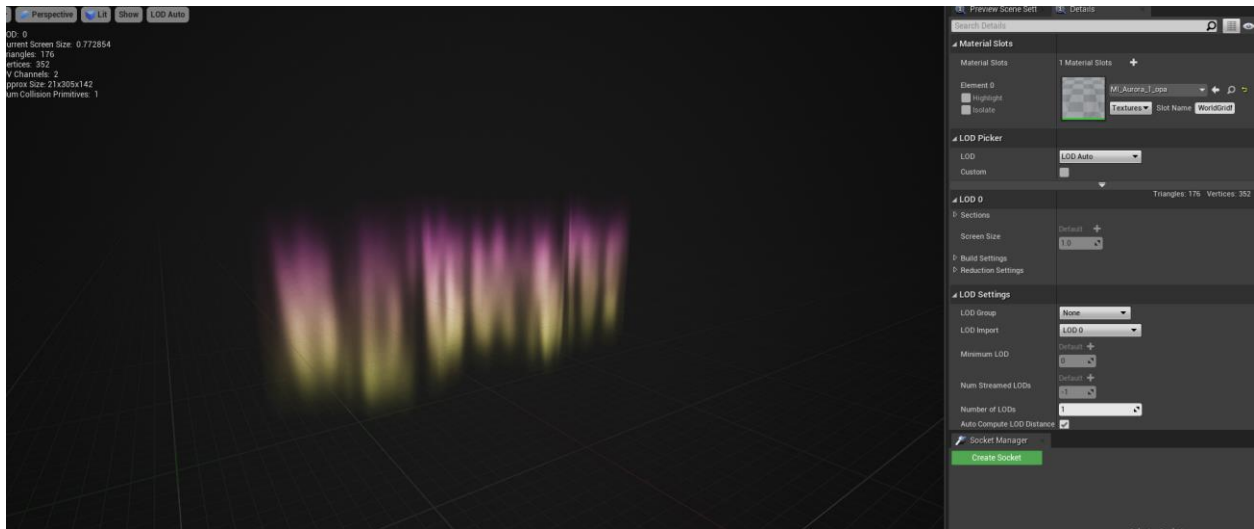


UI components:

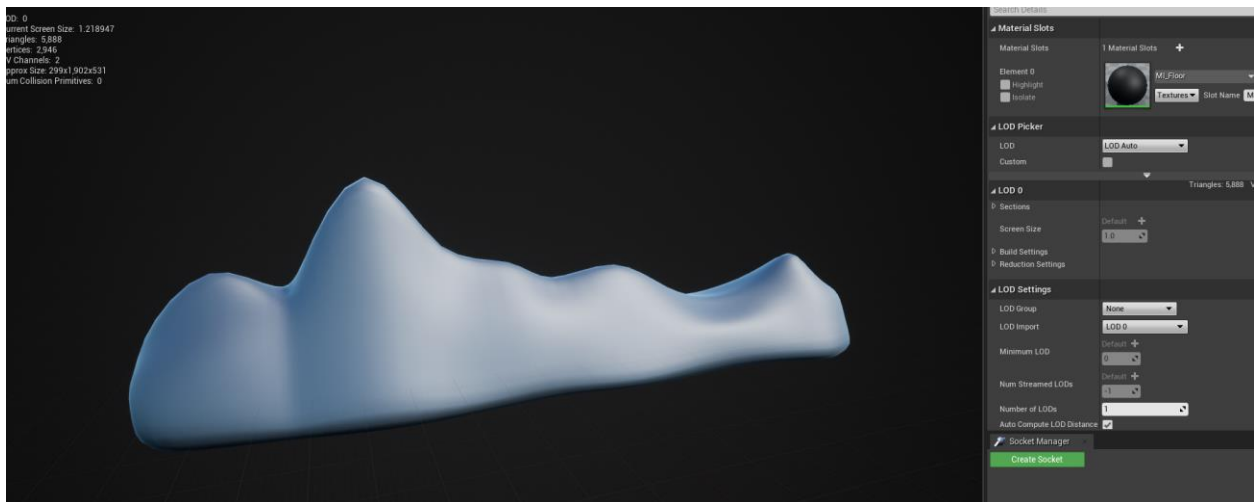




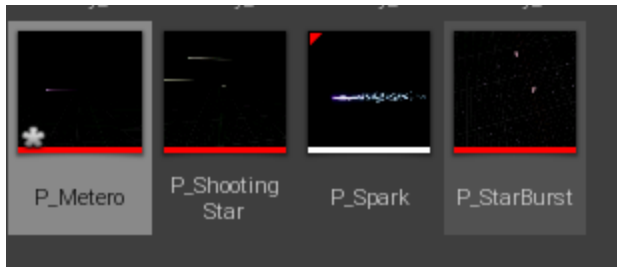
Aurora:



Mountain:



Shooting stars (Particles):



P_Metero

- System Settings +
- User Parameters
- System Properties
- System Spawn +
- System Update +
- System State

RibbonTrailLeader

- Emitter Settings
- Emitter Properties
- Emitter Spawn +
- Emitter Update +
- Emitter State
- Spawn Burst Instantaneous
- Particle Spawn +
- Initialize Particle
- Sphere Location
- Add Velocity in Cone
- Particle Update +
- Update Age
- Gravity Force
- Solve Forces and Velocity
- Generate Location Event
- Add Event Handler +
- Render +
- Sprite Renderer

RibbonTrailFollower

- Emitter Settings
- Emitter Properties
- Emitter Spawn +
- Emitter Update +
- Emitter State
- Particle Spawn +
- Initialize Ribbon
- Particle Update +
- Update Age
- Drag
- Solve Forces and Velocity
- Scale Sprite Size
- Color
- Event Handler - Source: LocationEvent +
- Event Handler Properties
- Receive Location Event
- Add Event Handler +
- Render +
- Sprite Renderer
- Ribbon Renderer

Sky sphere settings:

Details

Search Details

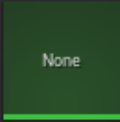
Actor Tick

Start with Tick Enabled

Tick Interval (secs) 0.0

Allow Tick Before Begin Play

Default

Sky Material  None

Refresh Material


Colors Determined By Sun Position


Sun Brightness 50.0


Cloud Speed 1.0

Cloud Opacity 0.7

Stars Brightness 0.1

Horizon Color Curve  C_Sky_Horizon_Color


Zenith Color Curve  C_Sky_Zenith_Color


Cloud Color Curve  C_Sky_Cloud_Color

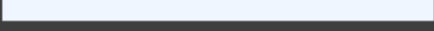
Override Settings


Sun Height 0.0

Horizon Falloff 3.0

Zenith Color 

Horizon Color 

Cloud Color 

Overall Color 

Replication

Only Relevant to Owner

Always Relevant

