

Lunatic Kappa

Sprint: First Playable Build

Google Drive:

📁 Lunatic Kappa

Playable Build Video:

📺 **Sprint_First_Playable_Build.mp4**

Project Machina: Change Log for First Playable

- Audio
 - Imported audio according to player cues
 - [Grapple](#)
 - [Ambience](#)
 - [Jump](#)
 - [Walk](#)

- Art and Visuals
 - Character Design
 - Small enemy design changed



- 3D Environment Assets
 - Textured assets and implemented into Unreal
 - Derailed train (side and front car)
 - Background signs
 - Walkways
 - Normal Wall and destroyed Wall
 - Archway and broken archway.
 - Trash can

- Bookshelf
 - Railway
- Character Animations
 - Implemented into Unreal
 - [New Machina walk cycle](#)
 - [Small enemy walk cycle](#)
 - [New Machina Jump](#)
- UI Elements
 - Implementation into game
 - [Health bar](#)
 - [Change mechanics icon](#)
- Mechanic Changes
 - New Mechanics/Fixes to previous mechanics
 - Grapple Hook fixes
 - Stomp Mechanic
 - Bounce Mechanic