

Week 11 : New Enemy Intergration

Overview:

This week is the first week after our mid-sem "Halves" presentation. For halves, we had a demo run-through that showed the first half of our level progression. This build contains many of our recent developments including camera smoothing, a cutscene system, integration of AI and character systems, and zeemote-triggered targetting and strafing.

We began work on our third sprint cycle this week which will be focused on Tutorials and AI. Much work was done on the Riot Enemy.

Visual Development:

This week, the visual team has been working hard to get in the game's second enemy: a heavy, ranged enemy with a large riot shield. The character has been modeled, rigged, and UVed, and in the coming week will be textured.

It presents a unique set of animation challenges that will be applying some of the Action in Motion animation blending techniques, because the rig needs to dynamically aim at the player while executing its animation set.

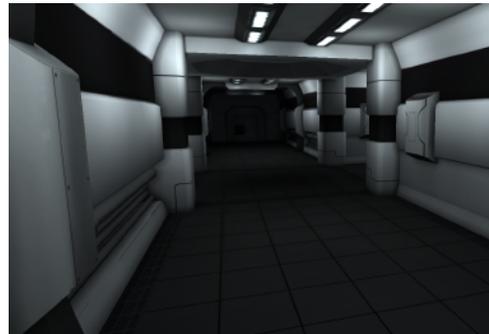
Tech Development:

In the past week we have explored the audio pipeline and how sound effects will be integrated into our game. Some audio features that are not available in Unity but would be useful for our sound designer have been implemented in the process. In addition, the range riot enemy has been integrated into the game.

Next Week:

The art team will continue to focus on asset creation, including finishing up animation sets and textures for the "Riot" Enemy. From there, they will continue to polish the environment, produce assets for the in-game tutorial, and build the final set of particle effects for the player and enemy attacks.

Meanwhile, the programmers will be refining the combat system and implement the tutorial system and additional enemy behaviors.



Above : First pass on environment textures and lighting

Below : New hero textures

