

Issue 1: Setting Up Shop

Overview:

Welcome to the first issue of the A.I.M. newsletter. For those that don't know, Action In Motion is a student pitched project at the ETC working with the Microsoft Kinect.

The goal of the project is to research control schemes and game designs for incorporating the Kinect with "Hack and Slash" games: a style of game that involves fighting, running, jumping, and exploring a 3D environment.

By the end of the semester, our goal is to produce prototypes for implementing different aspects of these games, and incorporate them into a final, polished demo.

This week the team has set up shop in our new project room and developed a schedule for the rest of the semester.

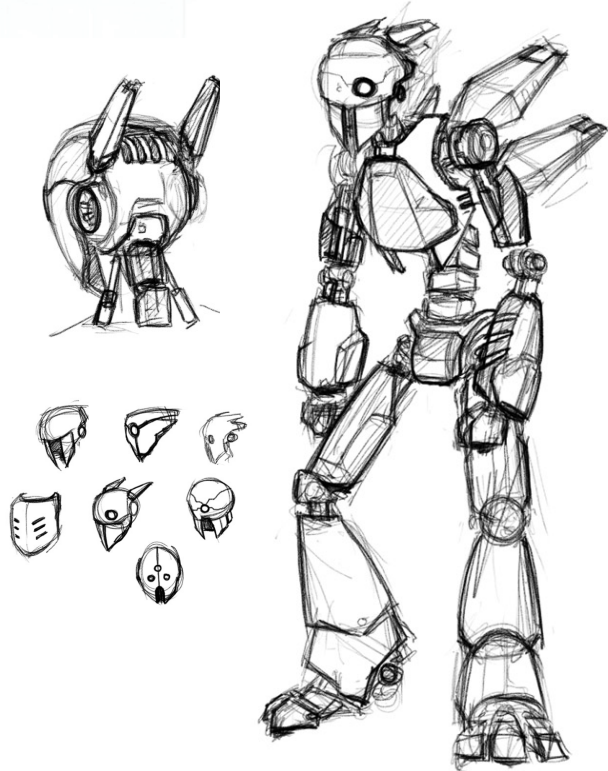
The team is also in contact with Arnold Blinn, at Microsoft, and may be flying out to meet with one of the Kinect teams as early as this coming week.

Progress:

Our programmers have begun working with the Unity engine, and are becoming familiar with using the package to build the kind of prototypes the team will need. They are also researching which method of capturing & processing data from the Kinect will be best for us to use.

Meanwhile, the artists have their workstations set up and are developing an aesthetic for the prototypes we will be developing. The idea is to use one consistent set of art assets for all prototypes (including the final demo), and continually polish it throughout the semester. The end goal is to take full advantage of Unity's graphical features.

First up on the list of assets to develop is the default "Enemy Rigg" (pictured right in concept art), as quickly as possible to get the pipeline moving. This will allow the programmers to begin creating some basic enemy AI. A retextured version of the enemy model will also be serving as a standin while the artists develop the true "Hero" model and animation set.



(Above) Concept art for the basic enemy robot or "Rigg" character that will be used in the prototypes and demo.

