

## Week 2: Building Assets

### Overview:

The second week of the project has been very productive, and focused around building the basic assets the team will need to begin building prototypes at the start of week 4.

### Look Development:

The original concepts for the default enemy "Rigg" have been tweaked based on feedback to look more menacing. Those changes have gone through the entire pipeline, and the enemy is now fully rigged and exported successfully into Unity. This sets up the art team to develop textures, materials, and animations for the Rigg, in the following weeks.

### Code Development:

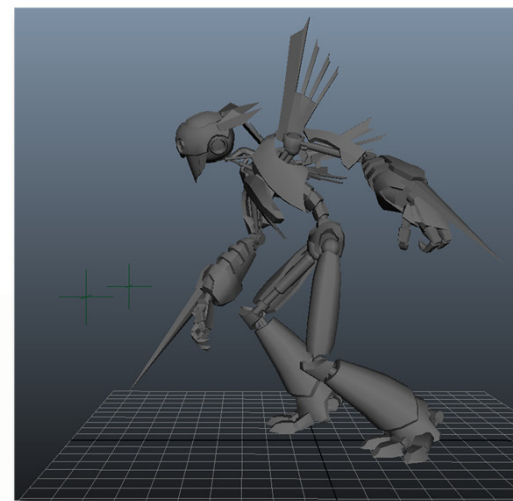
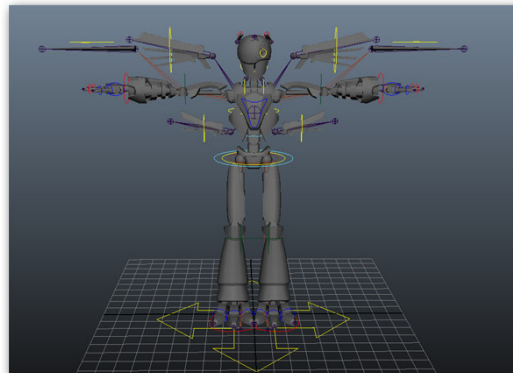
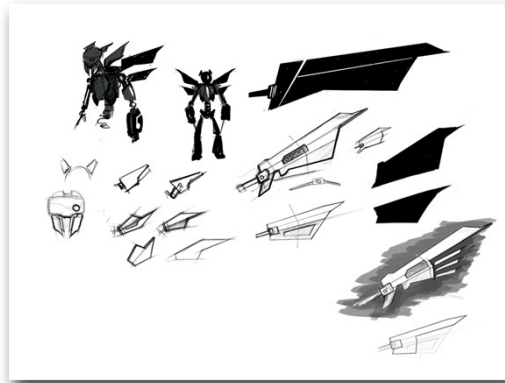
Meanwhile, the programmers have been hard at work setting up a basic "Hack-and-Slash" demo in Unity. This version won't be linked up to the Kinect, but will contain the fundamental framework of the genre so that the team has the code available and ready to be tweaked during prototyping.

So far, the team has worked in a comfortable set of third-person controls and implemented several Unity physics-based features that will be handy in the prototype development phase. They have also constructed some simple AI for enemy characters to approach and attempt to surround the player character.

### Coming Up Next Week:

This coming Sunday, the A.I.M. team is flying out to Washington state to meet with members of Microsoft's game division to speak with a number of programmers, animators, and designers that have made games for the Kinect. The team is very eager to learn about what challenges the Microsoft team faced, and appreciate the invitation.

The following week (Week 3) will be the last "windup week". During this week the A.I.M. team will plan out the first two prototypes, and wrap up working on the groundwork necessary to jump straight into prototyping at the start of the following week.



(Top) Additional Concepting for the Enemy "Rigg" robot, to help it look more menacing.

(Mid) The "Ready to be Bound" Rigged model.

(Bottom) A roughly bound pose of the Enemy Rigg, ready to strike.

