

Week 4: First Prototypes

Overview:

This week marked the beginning of our first of several 2-week prototyping phases. In each phase we tackle two prototypes exploring motion-controlled adaptations of specific mechanics from hack-and-slash style games - this phase's prototypes are basic combat and basic locomotion.

Look Development:

For most of the week, the artists have been working on developing final looks for the player's avatar, or "Hero" Rigg for use in the posters due at the end of the week. Modeling has begun on the avatar, with the goal being to put it through the pipeline and match up the new mesh with a pre-existing skeleton. The goal will be to have animations authored on the "Enemy Rigg" for the player's avatar be directly transferrable and interchangeable.

Code Development:

We've attained several important technical milestones this week. Our combat prototype now lets players use their body to attack a ragdoll enemy and send it flying, either freely with 1:1 motion control or via gesture-controlled animations. The locomotion prototype now includes new movement and camera systems tuned to let players control their view in the absence of a second analog stick. We've also implemented a skeletal blending system that lets us control each of our avatar's bones individually with combined input from animations, Kinect, and custom sources - for example, we can run animations on the lower body while controlling the upper body via Kinect.

Coming Up Next Week:

Up next is finishing our 2 prototypes - our main goals are reaching a solid vertical slice of combat with body motion augmentation, and to let players control their avatar's fine-grained positioning by moving around the play space.



(Top) The team's final graphic for the poster and half sheet, also showing the final design for the player's Rigg.

