Action In Motion

Prototyping with the Kinect in Hack & Slash Fighting Games

Week 6: Pulling it Together

Overview:

This week has been a week of taking separate assets, and meshing them together. This has been happening both through code, and art assets. For the team, it really represents a point where the project is starting to come together into something that resembles our concepts for the final tech demo.
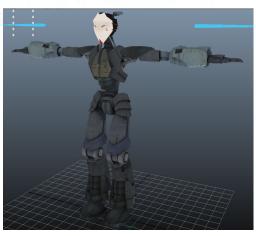
Look Development:

From an art standpoint, the team has been implementing and pulling together a lot of the visual tech that was roughed out during the first two prototypes. The cloak-sim is fully functioning with the motion tests now, and the Hero Model has replaced the temporary Enemy model. Texturing is also in full swing, and the diffuse (color) maps for the enemy and hero riggs are now completed. Additionally, the programmers now have a full range of animations authored for the right arm, and will be blending them into the 1:1 motion in the coming week.
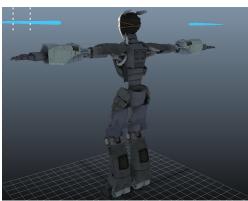
Code Development:

 The programmers have been diligently working on prototypes 3 and 4 this week which include the transition between 1:1 motion and joystick movement, advanced blending techniques, combo attacks, and artificial intelligence. The Zeemote JS1 handheld joystick has been successfully integrated into Unity and the locomotion system is now complete and supports the Zeemote. More sophisticated artificial intelligence for enemy characters is also currently being implemented with behaviors such as surrounding, spawning and dying/ragdolling. Most importantly, our advanced blending techniques are starting to take shape and we have been tuning specific actions to blend well between 1:1 mapping and pre-authored animations. On a side note, we combined prototypes 1-3 (basic combat, locomotion, the transition between those 2, AI) into one single demo to show our Microsoft collaborator Arnold Blinn during his visit here at the ETC.

Coming Up Next Week:

Next week marks the last week of the current prototype. The team will be losing some time due to the ETC cruise upcoming, but will be finalizing the work on the first pass of blending actual attacks into the combat simulation.

(above) The working diffuse map for the Hero Rigg, (without cloak), that will be used as a base for the other texture maps. (Normal, height, and gloss).

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