

ACTION IN MOTION

Prototyping with the Kinect in Hack & Slash Fighting Games

Week 7: Out of the Office

Overview:

Week 7 of the project is a short week, as the team will be out of the office Thursday and Friday on the annual ETC "second year" cruise- an ETC tradition and teambuilding event for second year students.

Look Development:

This week marked a lot of work on materials and textures that will be being shown off during the Halves presentations.

While this is going on, a lot of foundational work on animations for prototypes 5 and 6 are being done in advance now, to make sure that when the programming team is ready to move on to the next set of prototypes, they will have the assets needed.

Specifically, the art team is working on building an example of a possible high-payoff moment in combat, where control of the player character cuts over to a gesture-based quicktime sequence, and the hero character rapidly defeats three enemies. In house, we have been calling these "sync-kills", and look forward to adding them as a way to break up standard combat, and make fights feel more dynamic.

Code Development:

The programmers are finishing up work on the third and fourth prototypes. The animation blending system is now in its fourth iteration, and gesture detection is also currently being refined. Inverse Kinematics have also been applied to the blending to resolve the bone positions of the model based on body constraints. On another front, the artificial intelligence for the enemy Rigg robots is taking a more refined shape where the robots surround and then strafe around the player to provide a dynamic battle every time. Combat has also been integrated with locomotion and the Zeemote for a smooth transition between those two player states.

Coming Up Next Week:

Coming up next week is the last week before the team's "Halves" presentation on the following Monday. We will be taking a break from starting on prototypes 5 and 6 to polish and assemble what's been built so far for the presentation.



(top) Early material tests for the player character model
(below) The final diffuse map on the "Enemy" Rigg.

