Action In Motion

Prototyping with the Kinect in Hack & Slash Fighting Games

Week 8: Preparing For Halves

Overview:

This week, the AIM team has shifted focus to polish for one week in order to prepare an in-progress tech demo for the team's "Halves" presentation (Essentially the project's midterm). An adjustment was made to the project schedule by pushing forward one of the polish weeks to allow time to polish a demo for Halves. Commencement of prototypes 5 and 6 will begin next week.

Look Development:

This week, the art team's primary focus was on the creation of a basic environment. We designed and modeled a simple, spacious hangar facility, which will allow us to have minimal collision and camera issues. The environment also utilized Unity's dual lightmap capabilities to afford high quality visuals without causing framerate issues. We also refined the materials for the characters in preparation for next week's presentation.

Code Development:

This week the focus has been on extending the current prototypes (AI and combos, respectively) to best exercise our core tech. The programmers spent time polishing the AI and hit physics, with enemies behaving in more refined ways and strafing, jumping, and attacking. They extended our gesture recognition framework to support the fully blended slash attack combo, also unifying all player behavior into a concurrent/heirarchical state machine and putting in place updates to the blending system for increased bone stability.

Coming Up Next Week:

The uncoming week will be our Halves presentation. We will be presenting on Monday and then moving on to start work on prototypes 5 and 6.
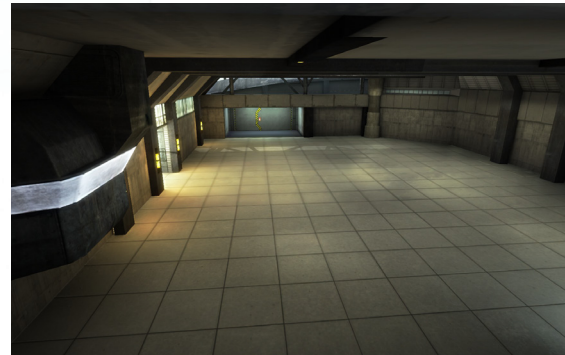
(top) Completed environment
(below) Integrated demo showing blended attacks, directional dashes and enemy AI