

Week 9: Into the Final Prototypes

Overview:

Week 9 was the first of two weeks in prototypes 5 and 6. Prototype 5 is focused on implementing a "sync-kill" system as a proof of concept for quicktime actions on the Kinect. Meanwhile, Prototype 6 will be focused on adding additional feedback, & animations to the motion based slashing system already in place.

Look Development:

Based off of feedback from Halves, the art team is readdressing a number of textures (and specular maps) to improve visibility and visual contrast. We're also authoring a number of extra animations for the enemy characters to make their attacks more visually distinct.

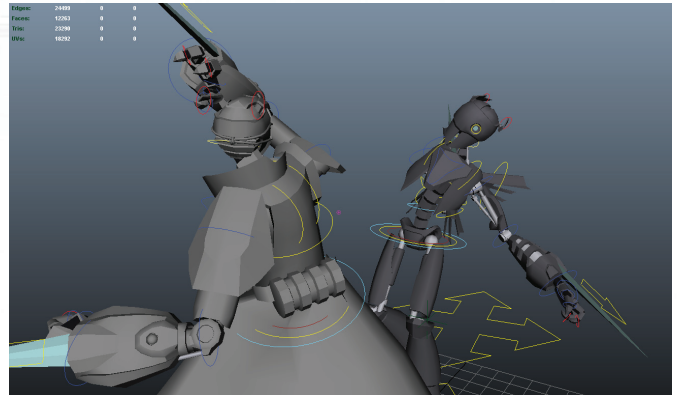
Code Development:

The programmers have been continuing work on the blending system as well as developing tools to speed up attack implementations and introducing a major pay-off moment: the sync kill. They have been using this week to explore Unity's editor API in order to generate and modify custom animations. The goal is to automatically create mirrored animations for left-handed slashing, as well as separating hip motions from body motions for more precise blending control.

The sync kill is a Quick Time Event sequence in which the camera shifts to a cinematic mode and the player is required to perform certain gestures when prompted in small time frames. If the player successfully completes all the gestures, the result is an interactive cutscene where the player character slices and dices multiple enemy characters in glorious fashion.

Coming Up Next Week:

Next week will mark the last week of prototyping for the project, after which the team will shift focus for the next two weeks on polishing the existing content into a finalized tech demo. Emphasis then will be on producing assets for a basic user interface, and "block" system for both the player and the enemies.



(top) Maya project of the sync kill animation, showing early work
(below) Current implementation of the sync kill in the game environment

