

Week 10: Finalizing the Prototypes

Overview:

Week 10 marks the final week of prototype development for the Action in Motion project. The team's focus this week was split between adding the last of the demo's features- (UI, Wall-smash decals, sync-kills), and preparing for the upcoming polish weeks.

Look Development:

This week, the artists were refining elements for the User interface. The highest profile pieces finished this week is the "Sync" meter (a measure of how well the player is keeping in sync with their "Rigg" robot), as well as a combo-counter and charge meter for special attacks. Additionally, cleanup work was done on several animations needed for enemy and player character blocking, damage, and dodging. To compliment this, the final set of particle effects were added into the project and implemented.

Code Development:

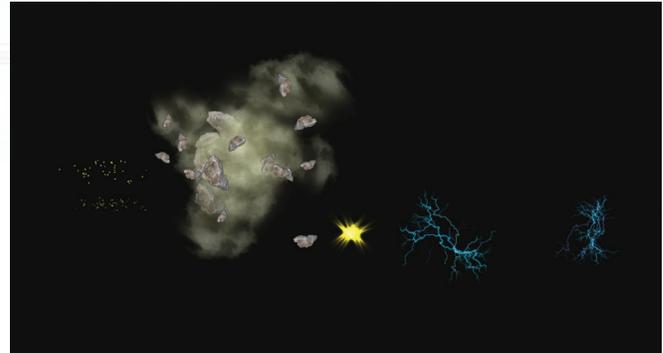
This week the programmers have continued to delve into the details of our sync kill system and our procedural animation generation tech. We made an editor scripting/animation framework out of our progress with the animation mirroring tech, and have used it to make a number of handy utilities that have already saved us time, and will continue to save time for others in the future as part of the Action Motion Toolkit.

The payoff sync kill has now been successfully implemented and effects are starting to come into place. Wall smashes with wall crack decals and cement particle effects are generated at the point of contact when an enemy ragdoll is hit into a wall, and spark effects are triggered at the point of contact when the hero attacks an enemy Rigg.

Coming Up Next Week:

Beginning next week, the team has two weeks to polish the existing content. Most of this work will be done during the first week, while most of the second week will be devoted to documentation.

Additionally, in the coming week, the A.I.M. team will be giving our second and final pitch to the ETC faculty, in hopes of being approved for a second semester of development to build the A.I.M. technology into a 5 minute game experience.



(top) Side by side example of the final particle effects to be integrated into the tech demo. From right to left: Sparks, Dustcloud & Debris, Flash, Lightning, Pulse Lightning

(Below) Different concepts for the User Interface being added this week

