

Week 12: Polish Week 2

Overview:

This week, the AIM team put together the first major code-merge since halves, and held a playtesting session to start the process of debugging & polishing the build of the tech-demo deliverable.

Look Development:

The final revisions for the Hero and enemy textures are now in the game, and with it a large series of tweaks to the look and feel of the environment. The overall goal of these changes were to lighten up the environment, and improve the visibility of details on the enemy models.

Additionally, some new assets have been created to support several types of dismemberment on the enemy characters (Heads, torsos, and arms).

Code Development:

The programmers have been implementing the last few features and polishing existing features this week to complete the integrated polished demo experience. Multiple versions of dismemberment have been successfully integrated into the experience as the whole, and the sync kill deaths are now specifically scripted to have certain dismemberments to match the kills exactly. Various environmental adjustments to clean up spawn locations and collisions have been made, and back by popular demand, physics-enabled boxes have been added back into the environment so the player can either run through them or launch an enemy into them for more gratifying results.

Coming Up Next Week:

Next week will be the final week before "Softs", the ETC's internal term for the first end-of-semester deadline. Unfortunately, it is also the week of Thanksgiving, and several of the AIM team members will be gone from Tuesday through Friday.

The upcoming and following weekend will see most of the additional polish time going into the look & feel of the core animation blending mechanics. Meanwhile, the art team will be busy preparing the team's final promotional videos and assets.



Playtesting for November 17th

