

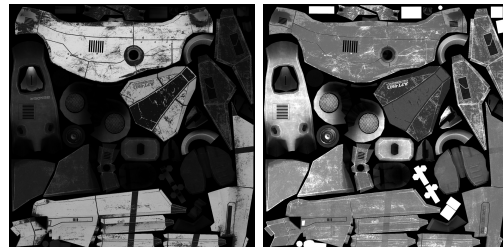
Week 13: Preparing for Softs

Overview:

This week was a short work week, due to the Thanksgiving holidays. The team has been doing our preparations for 'Soft Opening' next week, where the project will be presented for critique as final. After this, the team will have 2 more weeks to act upon feedback received before final presentations. The code has been merged into the tech demo, along with final polish based on feedback from last week's playtest. A new feature that was added was a targetting mechanism to allow players to pick and lock on to targets when they are in the 'wind-up' mode. This was implemented in response to the large number of requests from playtesters to have more control over which target they are attacking.

In addition, the team has created the project documentations and promotional materials, such as a 3 minute video and a 30 second video. The documentation of the work done over the semester has been added to the ETC's Unitywiki page. All the work has been compiled into our project archives.

The team is extremely excited to announce that the ETC faculty has approved our pitch for a second semester-long project continuing our work! The goal of the new project, dubbed "Motion in Action", is to take the technology developed this semester and use it to create a vertical slice showing what an action game experience using augmented motion control could play like. This short experience will include several different enemy encounters that introduce the mechanics. Our design goals will be to expand on our slashing control with more meaningful choices, and to introduce new abilities as seamlessly as possible using "hybrid control", i.e. the combination of traditional button controls with motion control.



Top : New enemy textures
Mid : New diffuse and specular maps

Bottom : Gameplay showing targeting mechanism

