Week 1 : Winding Up

Introduction:

Last semester, the Action in Motion project was officially approved for a second semester of work at the ETC. Moving forward, the A.I.M. project has a new set of goals to accomplish for a new semester.

Last semester, the team's focus was all about the feeling of connectedness between the player and their on-screen avatar. We built a series of prototypes that rolled together into a tech-demo of some animation blending techniques in Unity. Towards the end of the semester, we were just arriving at something fun and testable to work with.

Moving forwards, the new A.I.M. project will be about building a proof-of-concept game. For us it's important to show two things:
1.) The addition of a one-handed, wireless joystick/button makes possible new types of hardcore gaming experiences on the Kinect.
2.) It's possible to build a fun, deep, and replayable Hack & Slash experience on the Kinect, with this device.

The team's main deliverable will be a ~10 minute game demo, teaching and demonstrating a Hack&Slash combat system that makes use of the Kinect, the wireless joystick, and the two buttons attached to it.

Gearing Up:

This week, the team got settled into our new workspace. Anthony, one of our programmers and our producer has left the project to pursue his goal of starting his own game studio. We wish him the best of luck!
We have also welcomed a new member to the team, Chenyang Xia, who will take over Anthony's programming role. His experiece with Unity, Kinect, 3d math and AI programming, as well as his design intuition, makes him a great addition to the team. Our texture artist, Peihong Tan will be stepping up to assume the role of producer in Anthony's place.

We had several meetings this week to discuss the details of our expanded moves lists.

These first two weeks will involve finalizing the game's design documentation, as well as building new concept art for revisions to the player character's avatar. We're making these changes now based off of feedback we received last semester, and want to jump on moving forwards.

Concept sketches for a re-designed Hero character. The top are designs for a heavy off-hand weapon arm, which will be a key part of gameplay. The bottom shows studies for a new rear profile of the robot.

Last semester, the team received a lot of feedback about the visual style of the player character's robot. The cape is gone, and the secondary wristblade is being replaced by a "claw" style weapon, to provide more variety in gameplay styles.

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