

## Week 2 : Character Redesigns

### Overview:

This week, the team has been working to prepare our pipeline for our first sprint next week. The programmers have been testing out new features of Unity and the art team have been reworking our hero character model. We now have our working game design document written up. This will form our basic guidelines for our development sprints, and will evolve as we playtest and iterate our designs. It will serve as a backlog of our game design process this semester.

The team will also be participating in Global Game Jam 2012 this weekend, which will be a good exercise in rapid prototyping for us.

### Look Development:

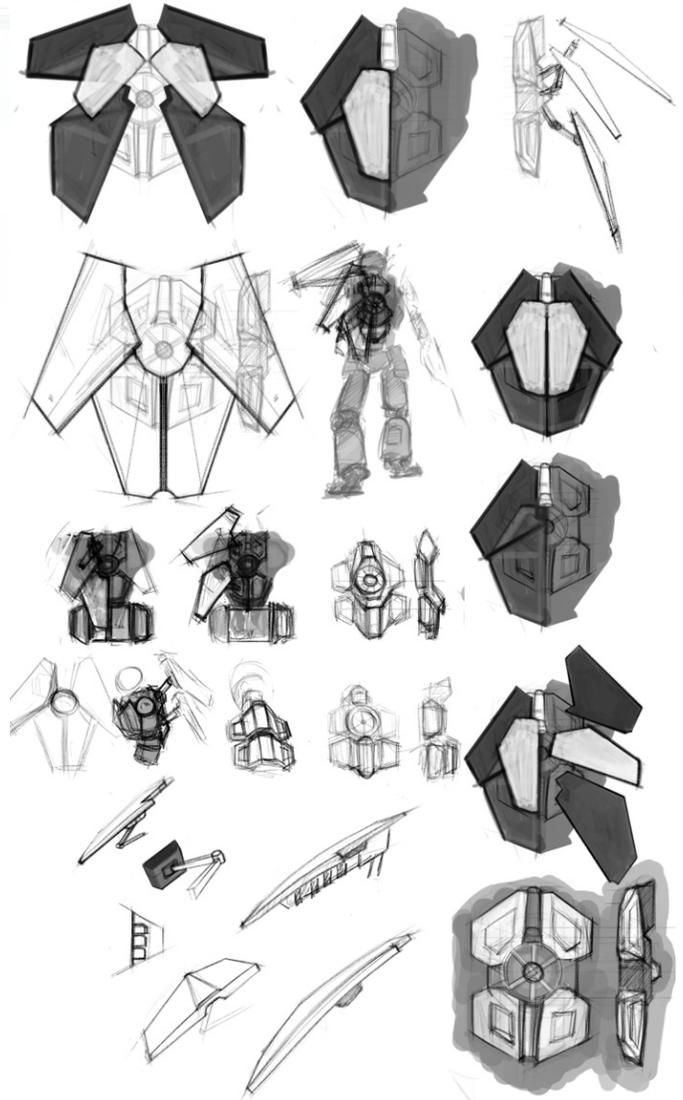
The artists have been redesigning and modelling the new Hero character. The new powerclaw arm and back panels have been modelled and rigged. We will be moving on to designing and building a second enemy model as well as design the environment for our new level in the coming weeks.

### Tech Development:

On the tech side, during the ramp-up phase so far we've spent time examining last semester's codebase and identifying what core changes will be necessary. In particular, enemy behavior ("AI") will now require a new and more sophisticated approach to match its now front-and-center role, and character/camera control will need to account for more complex terrain. A huge technical boost for us right at the beginning of the semester is the unexpected inclusion of navigation generation/pathfinding in the new version of Unity (3.5 developer preview).

### Next Week:

The team will be starting our first two development sprints, which will happen concurrently, each led by one of our programmers. We will also begin our new hero animation sets and building our level white-box.



Concept sketches of Hero character. The panels will be used as visual cues to indicate to players which "combo state" they are currently in. They also echo the visual profile of the cloak from the old hero design.

