Newsletter

Action In Motion

Prototyping with the Kinect in Hack & Slash Fighting Games

Week 4 : Transitioning Sprints

Overvew:

This week has been the second week of the first major sprint in the new semester of the project. A lot of the redesigns on the visual aspects of the game are coming together, and the team's promotional material has recently come up due. On the coding side of things, we have been re-engineering gesture recognition to better suit the planned gameplay of the final demo.

Look Development:

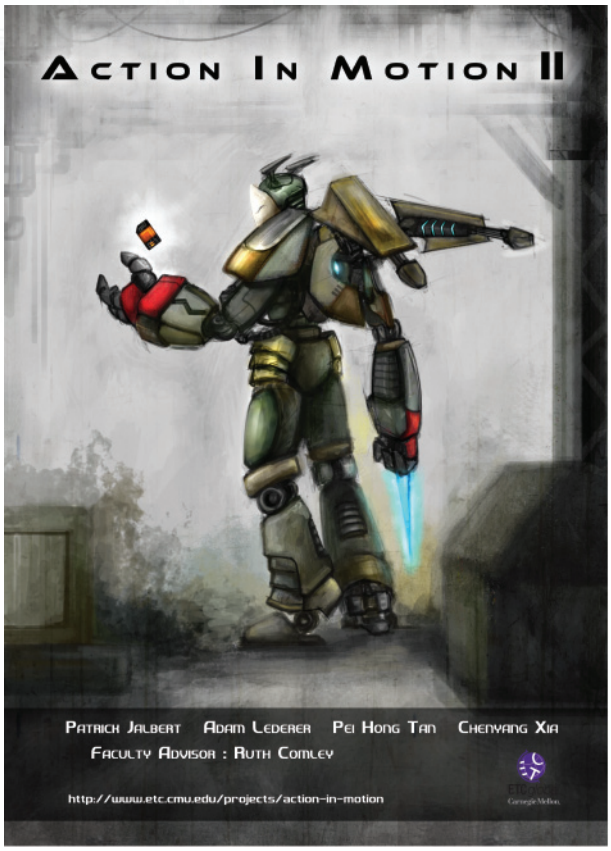
The art team has completed re-modeling, rigging, and UV mapping the redesigned hero character, and followed that design through into the team's poster for the new semester. Meanwhile, the team's animator has been building a brand new set of animations for attacking with the wristblade and claw.
Additionally, the team has also put together a whitebox of the final level to be implemented in the demo.

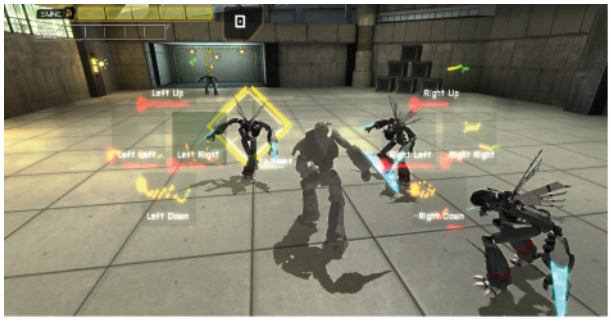
Code Development:

We are currently finishing up the first sprint of the new semester, and the engineers have made a number of key advancements. We've revamped our gesture detection to support automatic body data mirroring (so right-hand gestures can easily become left), aided by our new algebraic combinator system for gesture predicates and derived gesture values. The increased robustness made implementing the new slash types a snap. The AI system has been rebuilt in order to support different enemy types and behaviors.

Next Week:

Beginning next week, the team will be compiling feedback from the playtest being held this Saturday, and using that to inform the direction of the next sprint. We'll begin to see the core gameplay take shape as we prepare to implement the new AI built by Chen.





(Top) The new poster for the second semester of the Action in Motion project.
(Bottom) Showing the graph interface for determining confidence values of different player poses.