Newsletter

Action In Motion

Prototyping with the Kinect in Hack & Slash Fighting Games

Week 6 : Second Sprint part II

Overview:

This week has been the meat of the development of the combat system for everyone in the team. We've put together the basic structures for combos in the game, including the different levels of attacks. Having this in place now is important for us to have enough time to playtest/iterate on the core mechanics going forward, so it's taking priority over some polish.

Look Development:

Modeling is well underway for the details of the level this week. For halves, the team is planning to have the first half of the level finalized (The opening room, hallway, elevator, and hangar). These levels have been detail modeled and are currently being UVed.
On the character side, the game's newest (and last) enemy has been fully modeled, rigged, and is being animated. The "Riot Enemy" is going to be the game's mini-boss. They will appear at the highest action points of the level, and require more strategy and positioning to kill than the default melee enemies.
Players will have to wait for them to deploy their shields to fire, then strafe behind them to get in hits.
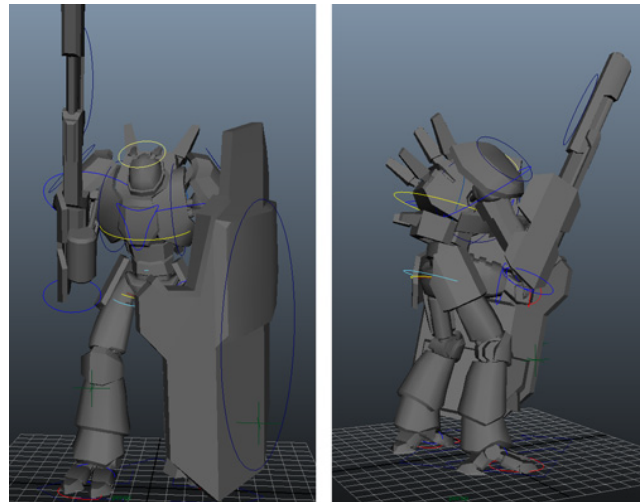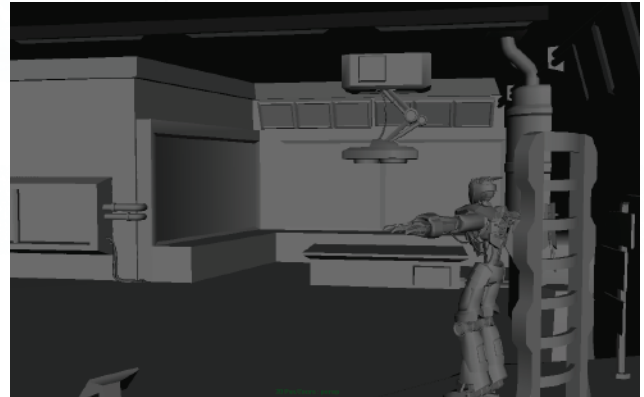
Tech Development:

This past week we finished our second sprint of the semester. The original sync kill system has been rebuilt to support more sync kills to be added more easily. Components of the system will also be used for synchronizing animations between player and enemy for special attacks. We've gutted the basic hit detection systems to allow for more advanced data-driven control of different types of attacks and effects via Excel spreadsheets, which has allowed us to introduce our combo mechanics.

Next Week:

The coming week is going to be a "Mini-sprint", being the last week before halves. The coding team will be working on implementing a suite of smaller features such as doors, a rough UI, and some more finely tuned mechanics for controlling the hero character.
The week following the mini-sprint, the team will be away at GDC.

Top : Starting area modeled

Bottom : New ranged enemy modeled and rigged

Action In Motion: Peihong Tan, Adam Lederer, Patrick Jalbert, Chenyang Xia
Student Pitch Project: ETC Spring 2012   Advisor: Ruth Comley