Week 7 : One-week Mini Sprint

Overview:

The basics of the new combat system are now in place, and the team's focus is now on tuning the new system to feel as responsive as possible. At the same time, we will be preparing to head off to GDC in the following week.

Look Development:

The Halves' deliverable for modeling is now complete, and the team is switching to a focus on textures and polish for the halves' build. Although we are about 60% finished with the game's total assets, we want to present a good example of what the game will look like at release.
For this reason, the art team has been front-loading work on the first half of the level (Up to the point that the Halves build of the demo will take us).

On the animation front, the team determined that we needed to build more resolution into the various types of "basic" attacks we will be blending from. The character needs to keep solid footing through the attacks, so a separate version of each basic attack is being created for each separate "stance" the character's legs can take.

Tech Development:

This pre-GDC week marked a major polish milestone for the engineers of the team. We were able to take the time to give a general "look and feel" pass over all the technology we've put together so far in the semester, from enemy animation to particle effects placement and timing to jitter reduction. We also took the opportunity to add some small but important features that help turn our tech into a game, such as strafing/camera lock-on controls and enemy spawning logic.

Next Week:

In this coming week, the team will be taking our spring break a week early to attend GDC 2012, Tuesday through Saturday. The art team will be returning to work the following Monday to make the final push on the look development of the Halves build, and the programming team will join us on Wednesday to implement the build.

Top : Level 2 combo particle trails

Bottom : Level 3 combo particle trails