Week 14 : Prep for Softs

Overview:

This week, we made our final push before Softs. This included polish to the existing assets and tweaks to the AI behaviors and combat systems. An important addition to the latest build is a tutorial system to introduce players to the various mechanics in the game. The full level playthrough is now done and takes approximately 15 minutes to complete.

Visual Development:

This week, the final sections of the environment have been textured and lit. This area is themed as a central AI server room that is heavily defended and serves at the stage for our final 'boss' encounter. We made the images for the tutorial overlays. These are very important for conveying to players how they should move for optimal tracking. We also made a 3 minute promotional video for the project.

Tech Development:

The run up to softs saw several key tech additions. The biggest addition has been the full tutorial logic, which is backed by gameflow/event trigger logic that also powers the addition of the final boss encounter. A number of new AI behaviors support more challenging and varied gameplay during our three major combat scenarios. We were also able to implement several audio features to power the full suite of gameplay sound effects provided by Eugene Kang, who has undertaken an independent study this semester to design sounds for the game.

Next Week:

Next week is the ETC's 'Soft Openings', where all projects will be showcased and critiqued, to allow for final tweaks before our Final presentations. We will also be archiving our work and begin to transition the demo into its permanent home.
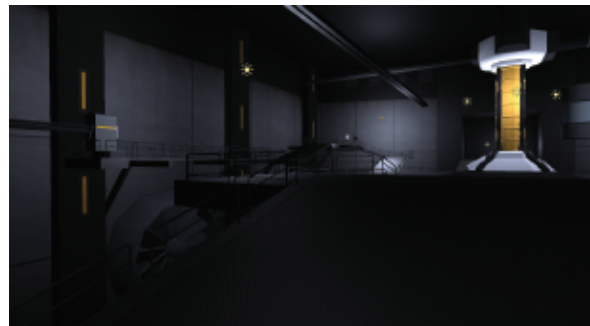
Top : Area 3 - 'Hangar'

Middle : Area 4 - Transition area

Bottom : Area 4 - Final encounter area