

Project Completed!

Overview:

As of the end of last week, the team's work on Action in Motion has been finished! The final build of the demo debuted during the ETC's spring Building Virtual Worlds festival, and was a hit—(especially with a younger audience). This last newsletter is an overview of the polish that we put into the final build, and some information about where the project will go from here.

Polishing the Final Build:

The final build of Action in Motion contains three major encounter areas (the hallway, the hangar, and the core room), each with escalating difficulty. The team was able to build in some basic tutorials to teach the game's core mechanics to anyone that boots up the demo, and as of now players have had no trouble setting up and playing the game. In order to push the feel of the game as much as we could, we spent our last week focused on small tweaks to particles, camera effects, and game balance. There are too many overall changes to list, but the highlights included: pulling the camera in closer to the action during combat to turn up the intensity, overhauling the death animations for more satisfying kills, and improving the AI of the game's mini-bosses to make them more of a challenge.

Moving Forward:

From here, the team will be releasing much of the game's source code to the internet, and anyone with a Kinect and a zeemote bluetooth joystick will be able to play the demo by downloading it from our website. We'll also be showing the build to several tech news sites, just to put the word out to the gaming community.

Everyone on the Action in Motion team had a blast working on this project over the past two semesters. Thank you to everyone at the ETC for allowing us to work on it, as well as to Arnold Blinn and everyone at Microsoft that gave us so much support!



Top : Showcasing the final demo at the Spring BVW Festival

Bottom : Final Encounter

