

Weekly Report

Team Physion

Week 8 (03-01-2010)

Things we did

1. Game Programming

We made a very simple prototype to show our half presentation.

Completed features

- 1) Aiming with Wiimote. Change weapon.
- 2) Zombies walk, attack and die.
- 2) IOM is working and values are shown at the right bottom.
- 3) Mindset is working but it crashes sometimes.
- 4) Fog and glowing effect.





Wiimote Video: Wiimote will move the crosshair

<http://vimeo.com/10027742>

Mindset video: Focus will make crosshair smaller to aim accurately

<http://vimeo.com/10027749>

IOM video: Scared player will lure more zombies

<http://vimeo.com/10027773>

2. Art Work

We have zombies, church and graveyard.



3. Game Design

Meeting with Jesse is postponed but we have draft game design.

4. 10 seconds promotion video

The draft of 10 seconds promotion is made. It can't have sound.

<http://vimeo.com/9947996>



Things we will do

1. Preparation for half-presentation

Half presentation is on Wednesday. We would prepare the presentation and demo.

2. Game Programming

Add detail to game.

3. Art Work

We will work on zombie, graveyard and church.

4. Game Design

We will design floor plan and scary point for church.