OUR WEEK IN RECALL

This is our 11th week working on Project Spearhead and the second week working on prototypes 3 and 4. Our main focus this week was to finish our current prototypes. Our constant secondary focus was to continue our documentation and work towards getting our deliverables out to the public.

WHAT WE ACCOMPLISHED

When we began this week we had very rough mock ups of Prototypes 3 and 4. In regards to ‘Were-wolves and Vampires’ (now officially ‘Rift Swarm’) we had the stage, the main tower, and the laser in place. Since then we’ve created models and textures for four difference enemies and three different towers. Each of those were also given different properties and balanced in relation to each other.

In addition, we added a system for lives, the path finding system for the enemies, and created a logic system for spawning the enemy units. Lastly, as part of our polishing we created sounds for the weapons firing, titles screens, and particle effects for the enemies and main laser.

The last thing we accomplished was to submit our project to the IEEEVR 2014 conference to give a tutorial on Experimental Game Design for the Oculus Rift. We should hear back from them by the end of the month.

WHAT’S NEXT

The next step is to keep pushing on. We will begin brainstorming for our next two prototypes and then start working on them. In addition, we are compiling our data and conclusions and looking for places to showcase our work.