ETH Zurich, Game Programming Laboratory - SS12

Polarity - Alpha Release

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1. Progress

The table below shows the development schedule from our project proposal.

We are making steady progress on the game-play engine and the level editor. Investing about the same amount of time for each.

We missed our low target for playable items. Currently we only have implemented collectable star objects.

We also missed our target for multiple playable levels. As of today, 2012-05-07 we only have one working level. We are working on more levels until the presentation tomorrow.

Date	Milestone	Work items	Who	Progress
2012-03-19	Prototype chapter			
2012-04-16	Functional Minimum	Scene description file	Werner / Jakob	100 %
		Game loop	Werner	100 %
		Player character 3D object	Werner	100 %
		Scene elements 3D objects	Werner / Jakob	100 %
		Game items 3D objects	Werner	100 %
		Static intro and outro screens	Werner	100 %
		A single playable level	Werner	100 %
		Physics Engine	Jakob / Werner	100 %
2012-05-07	Low Target	Multiple walls in different 3D orientations	Jakob	80 %
		Playable game items, for example: nail, magnet, ...	Jakob / Werner	20 %
		Multiple playable levels	Jakob / Werner	20 %
		Level screen showing times and collected stars	Werner	100 %
2012-05-14	Desirable Target	A reasonable number of levels including the final level with Ms. Boson		
2012-05-28	High Target	Eye candy: Camera movement, visual effects		
?	Extra Target	Level Editor	Jakob	90 %
		Multi-player game		

2. Game

We have implemented the game physics and the game-play engine and all rendering parts. The game objects are animated.

Figure 1 shows an in-game view of Dr. Higgs (the player) hovering over magnetic haywire and collecting a star. Ms Boson (the exit point of a level) is shown on the right waiting to be rescued. When Dr. Higgs reaches her, she is "sucked" further into the game. This is shown as an animation.The entry point of the level is marked by a concrete platform. The platform s just a visual feature which does not interact with the game.

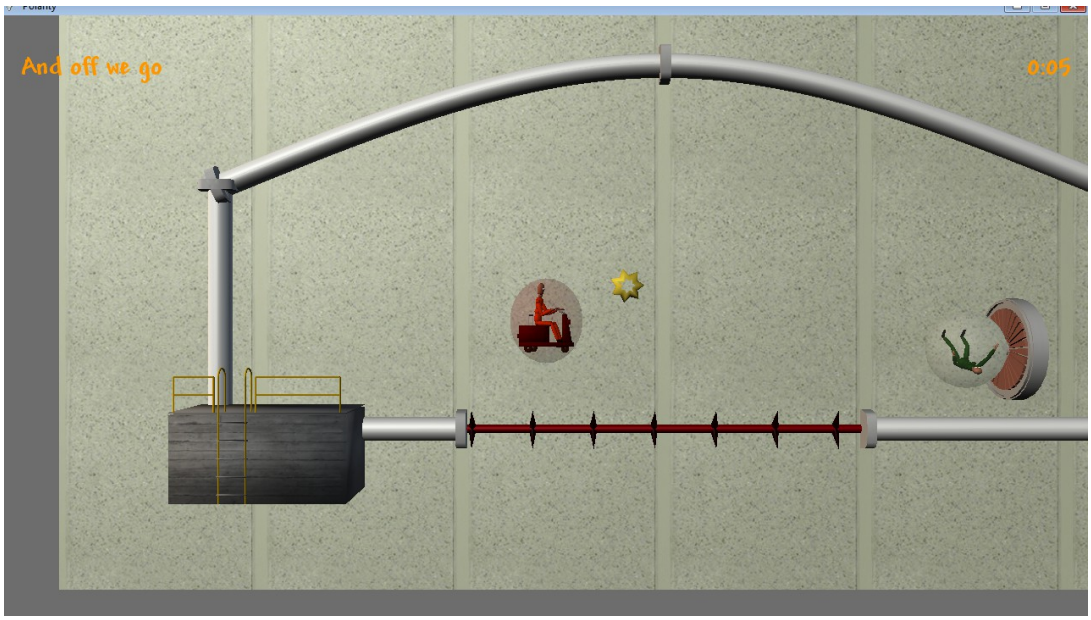

Figure 1: Game Stage

3. Level Editor

We have now implemented the editing functionality needed for adding game objects to a scene. The visual style of the editor corresponds now to the game engine.

The scene is loaded and saved into an XML file.

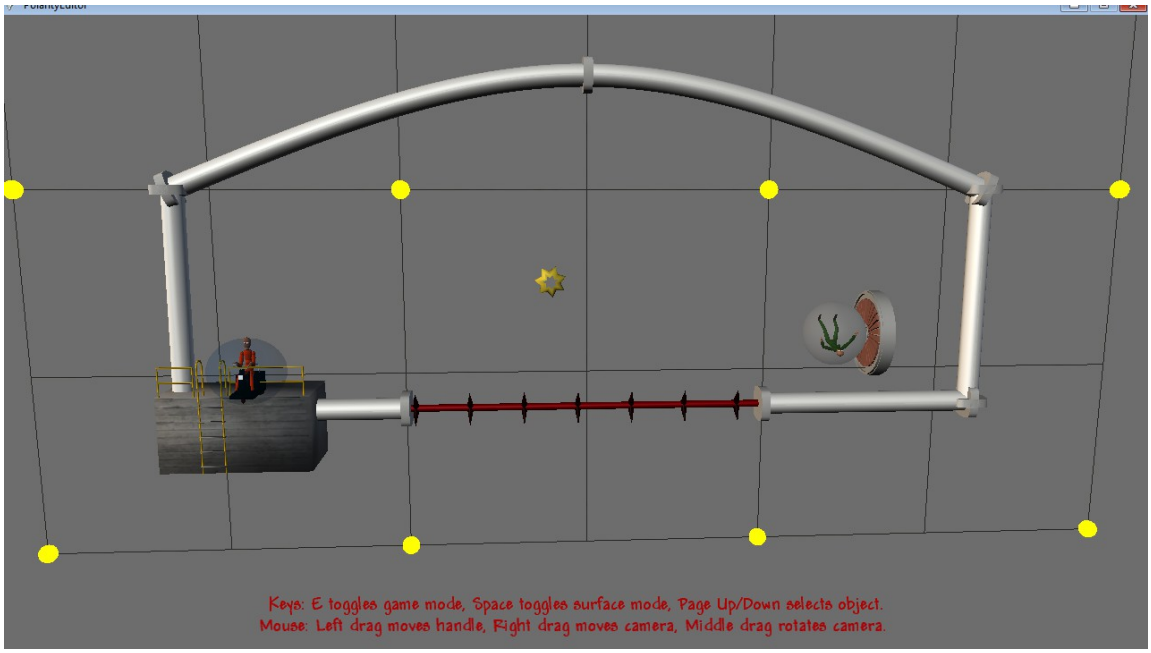

Figure 2: Level Editor in edit mode.