Game Programming Lab 2016

Dance with the Cooks

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Alpha Release Chapter:

Gameplay and Visuals:

Failed Action:

We finally handle bad input timing. If a player hits a button not on the beat, the player will perform a *Failed Action* which is visualized by some smoke over the character's head. A *Failed Action* will prevent a player from performing another action on the next beat. With this feature, we prevent players from spamming input.

We think, that a special character animation would be more suited to visualize a *Failed Action*, but we will most likely not have the time for that.
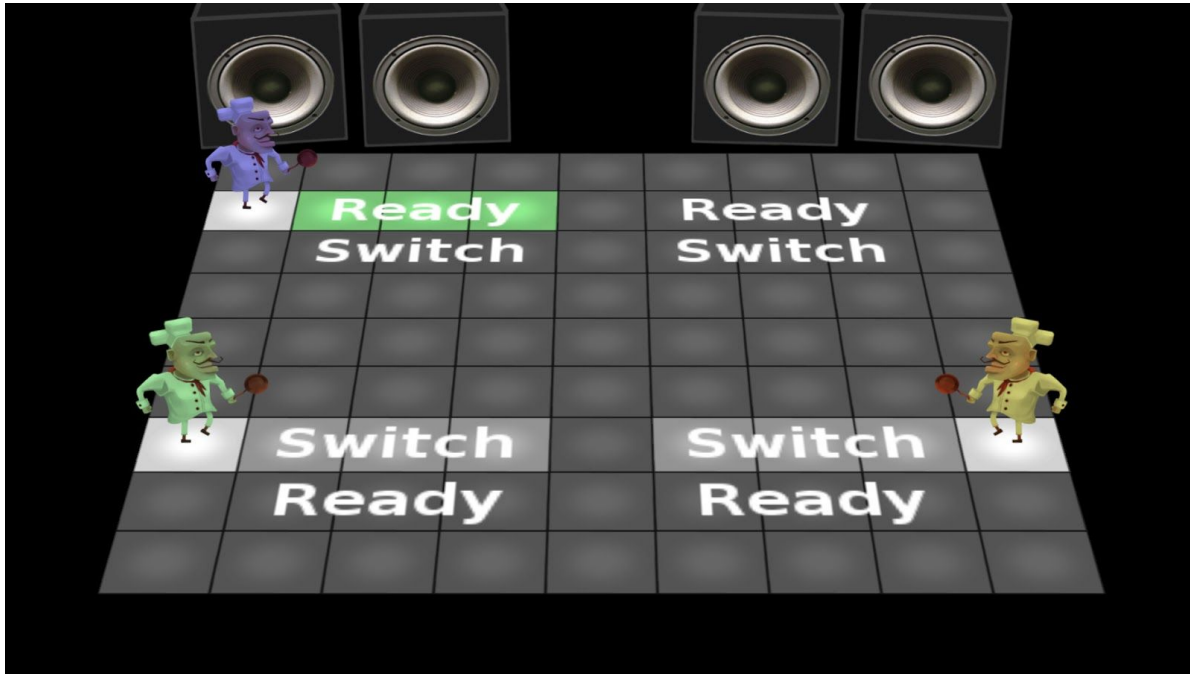
Improved Star Animation:

Stars are now animated and circle around the player. If a player loses a star it will now jump from its old position to the new position.

If players are hit by multiple players or *Environment-Objects*, they will now drop a star to the ground.

Start Menu:

On the start of the program, we now show a start screen while loading all the assets. This is followed by the game menu, where players can join (START), leave (START), change the character (LB on "Switch" button) or move to the "Ready" button and back (Y and A).

The menu uses the same scene as the game with different rules and objects. To prevent confusion, the characters will be placed at the same position in the game as they were in the menu.

Music:

Rhythmic motifs for the different cooks

To differentiate between the characters we now generate a simple melodic motif for each cook at the start of the game. The motif is based on a sixteenth note pattern spanning one beat, which is different for each cook, a relative motion of notes and underlying scale types, based on the fictional origin of the character.

Since the character animations are not yet finalized for all characters we still use colors to differentiate them. In the current version the french character is the only one with all animations present so we use a colored version of that to represent all characters.

The rhythmic motifs used can be seen in the graphic above. For the french cook (red) we chose traditional western musical scales. For the japanese cook (blue) we choose a range of pentatonic scales both western and traditional japanese. The american cook (yellow) will play a range of scales used in jazz, which usually are similar to the western scales but with additional chromatic passing notes also the choice of scale for an underlying chord can be a bit crazier to give a more 'jazzy' feel. The arabian cook (green) plays mostly harmonic minor and other scales containing augmented seconds which sound 'arabian' to the western listener.

In order to avoid unwanted dissonances on the downbeat we make sure that everyone will always play a chord tone on the downbeat.

Still Missing:

Victory-screen: At the moment, at the end of the game, we simply show the game menu at the end. Also, you can't start a new game from there. This is our top priority for the next days.

Spawning of *Environment-Objects:* During the game, random objects will spawn at random positions in the game.

Adding more *Environment-Object* types: We plan to have these objects to the game:
- Chair (Implemented)
- Trolley-Table
- Dynamite-Cake
- (Fridge)

More varied music: we need more variation in the choice of instruments and accompaniments. Currently the main source of variation is the choice of chord progression but the music still sounds very similar across matches.

Improved Menu Music: currently we only generate very restricted placeholder music during the start and end menu. It would be nice to have a victory theme or something similar in the end menu for example.