URO

Alpha Release

Current State of the Game

The following chapter is more or less the same as in the interim report.

Functional minimum: completed

- The ball can be controlled and the camera is following it
- There are two players which each of them have a separate camera and screen
- We can display the ball and the shields
- We have an arena

Low target: completed

- Physics is done
- The arena is adjusted to be more playable
- There is a game menu
- The ball of the alien player can build a shield
- Both player have their own HUD and their own controllable camera
- There are sound-effects

Here we made some changes to the interim report, which will be explained later.

Desired target: In progress

- Power Ups are implemented
- We kicked the minimap and replaced it with an indicator, which tells us, where the enemy is.
- We also kicked the concept of heat (so there is no "damage" concept anymore).

High Targets: Just started

- We have some water effects
- There is also smoke for the rocket jump
- We added gras that waves in the wind

Screenshots:

Start of the game:
Both players start at opposite locations on the map with 0 points each.

**Cubify Power-up:** Lasts 5 seconds and during this phase, the "cubified" player:
1) has bigger friction
2) looses control
3) cannot use any power-up.

Shield: Shield is activated while the Alien holds the "B" button. The shield reduces the points of the Mayan player (to a minimum of 0). The Alien player, in turn, gets a big amount of points if he catches the enemy in the shield. This amount increases exponentially, the longer he is keeping the Mayan within the shield.
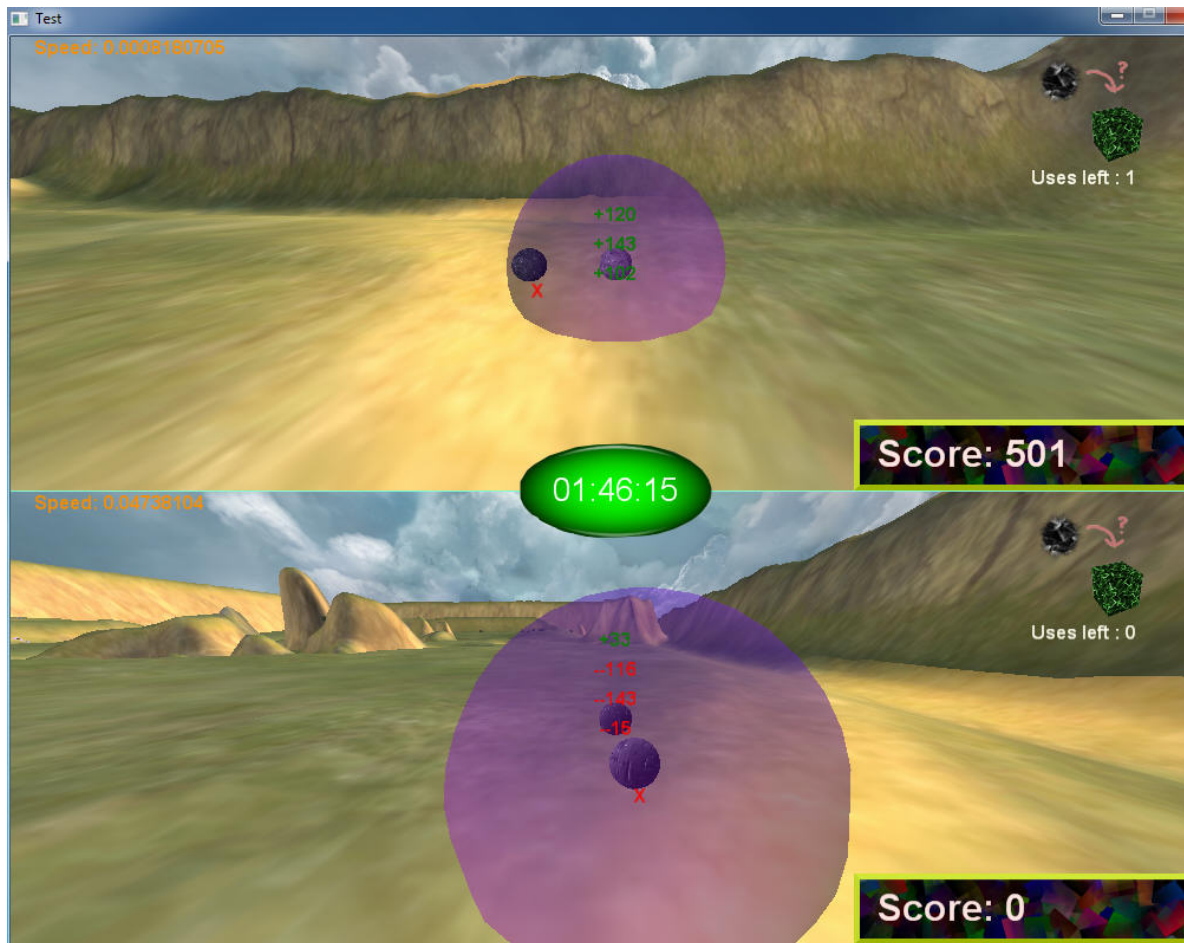
End of the game: Scores and final winner are displayed.
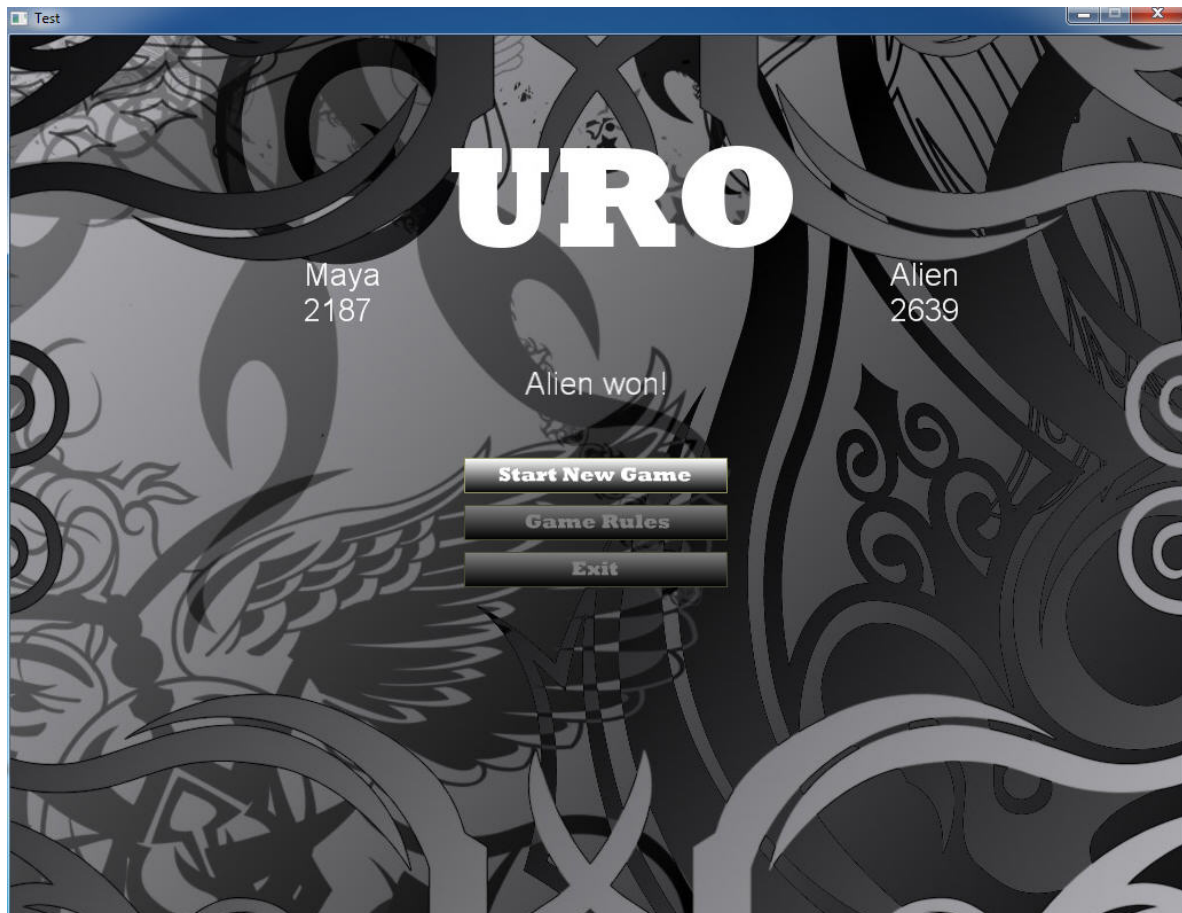
Where we wanted to be

We're not exactly on our timeplan, since some parts took more time than expected (physics, balancing of the game, Power Up Managment). But we have to say that we changed many concepts up to here and the further time plan is not very meaningful now. These are the things we're working on:

- Graphical effects: Shadow Mapping, Motion Blur for speedy balls, etc.
- Physics: the main thing we'll try to implement is a full Ball/World collision detection system
    ◦ Also interaction with the pyramid
- Parameter settings: still in progress
    ◦ Parameters for the physics (damping at collisions, gravity, friction)
    ◦ Camera control (automatic or manual? We are trying to find a good mixture)
    ◦ Point system
- Parallelism to speed up everything

Things that don't work as expected

Physics:

The physics is working, but in the beginning we expected more. It turned out to be more difficult than expected, since we wrote the whole physics by our own.

Camera:
We changed the camera to the last version. First it was automatic, but when the ball changes the direction rapidly (due to some impulses at collisions), the camera was just flipping. So we also tried a full manual camera. But then it's difficult to play, since the player has also to adjust the camera to his movement.

Heat concept:
This was a design decision and we kicked it out. We found, that it can be too much of a hassle for the player to control the heat level all the time. For a basically arcade game like this, could be more enjoyable to just wander freely in the virtual world and concentrate on achieving goals.

What did we change to the interim report.

The most fundamental changes were:

Heat:
We kicked this concept completely. In some pretesting games, we found that new players don't know how to deal with it. Our impression is that it was just disturbing the smooth gameplay.

There were also some minor changes:
- Changed the point system a little (no negative points)
- The camera is now not full automatic, but you can zoom in and out and also rotate the position
- Minimap: We also dropped it, since it was not helpful in the game. Now we have a new indicator, where the enemy is (if you look in the right direction).

HUD:
The HUD was changed pretty much. First of all, we kicked out the mini map. Instead of it, there is a cross, indicating the direction, where the enemy is.
Furthermore there is an extra field, indicating the scores of each player.
Since there is no heat, we also kicked out the heat-bar.

The fun part

So, what is exactly the challenge?
As describe in the effect of the shield, the challenge of the game is for the maya to be close to the alien, but prevent being "catched" by the shield.
For the Alien the challenge is to get even closer to the Maya, to catch him in the shield.
If the players move with high speed, they gain extra points. So just hide and not moving is not an option.