



URO

Game Programming Lab 2010

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UNIDENTIFIED ROLLING OBJECT

Initial Idea

- Play tag
- Maya environment
- Alien vs. Maya
- PowerUps for more fun



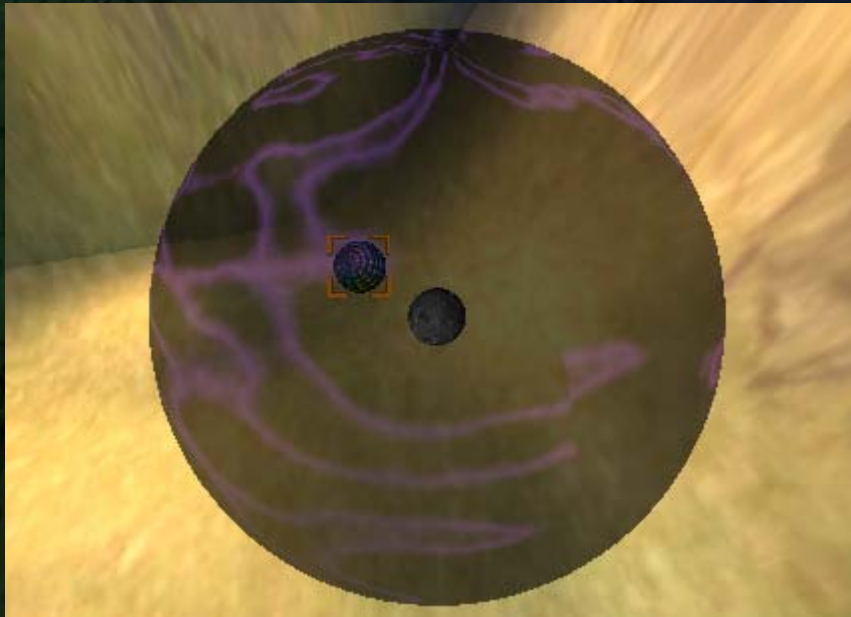
Modeling?



U.R.O.

Issues

- How to catch the enemy?
 - Energy Shield



Issues

- What Power Ups?
 - Cubify

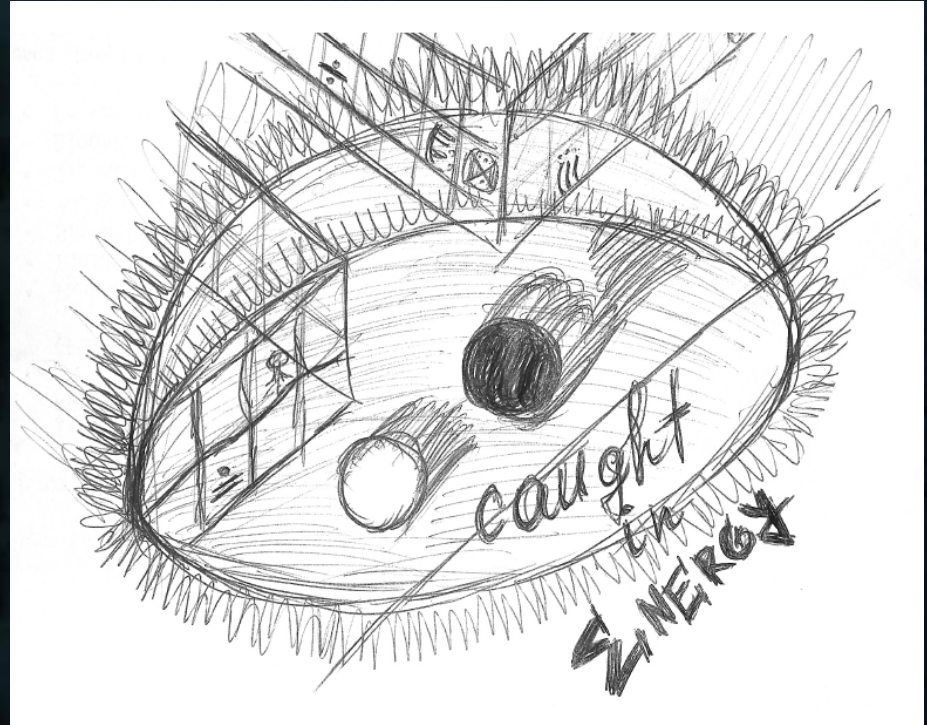
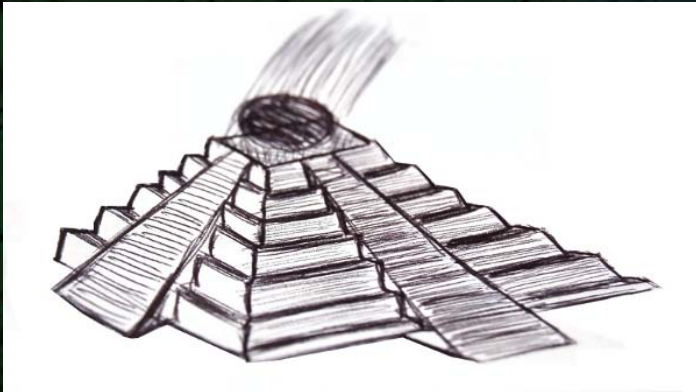


Issues

- What Power Ups?
 - Cubify
 - Rocket Jump

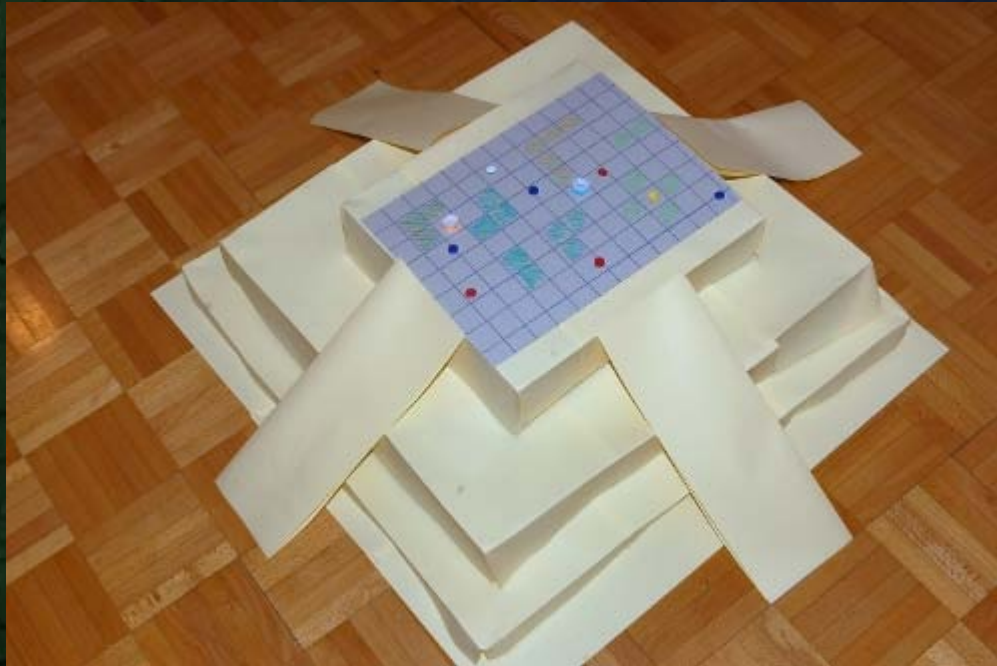


How we got there



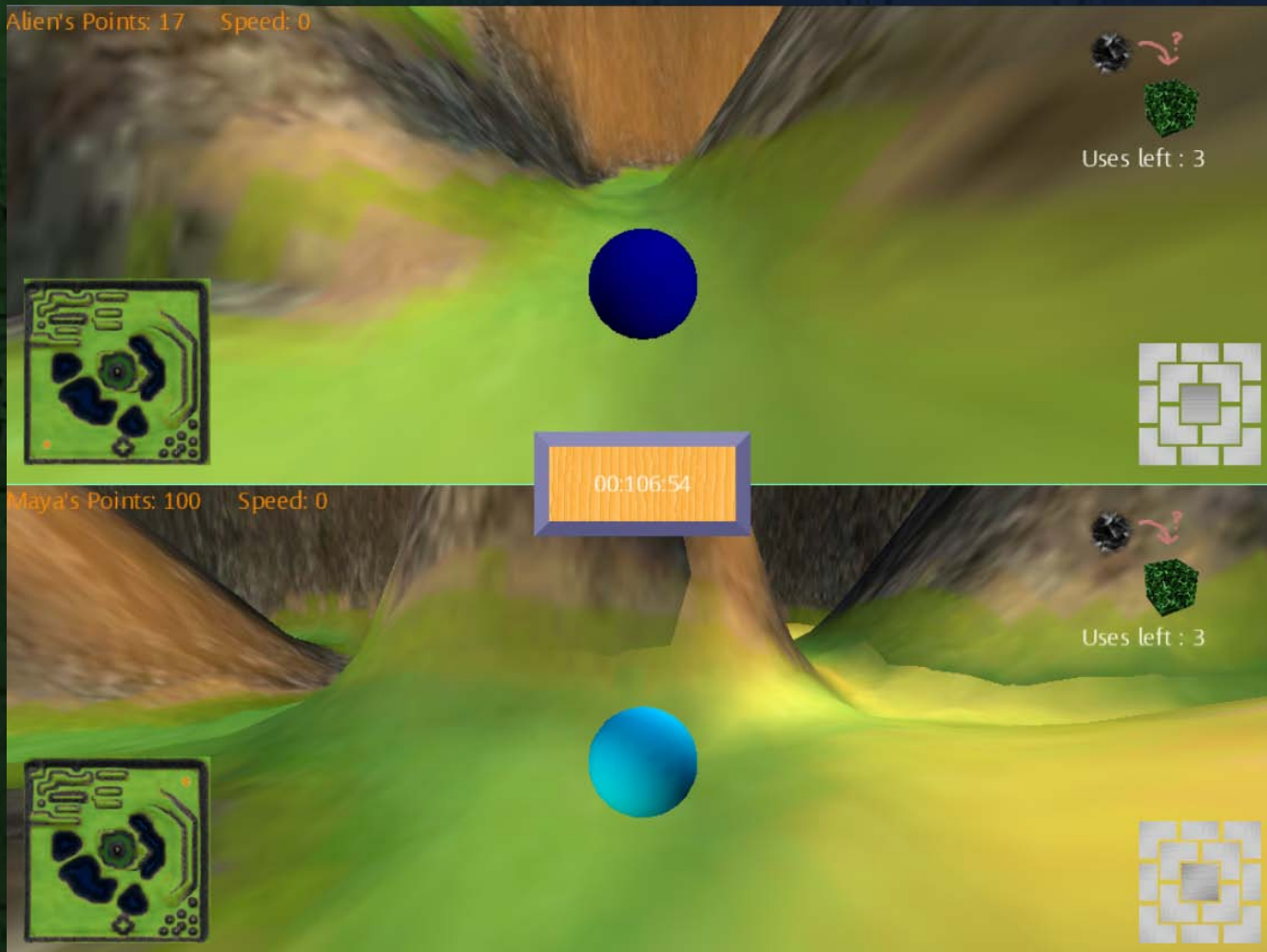
Sketches

How we got there



Prototype

How we got there



Interim Version

Technical Issues

- Unstable physic

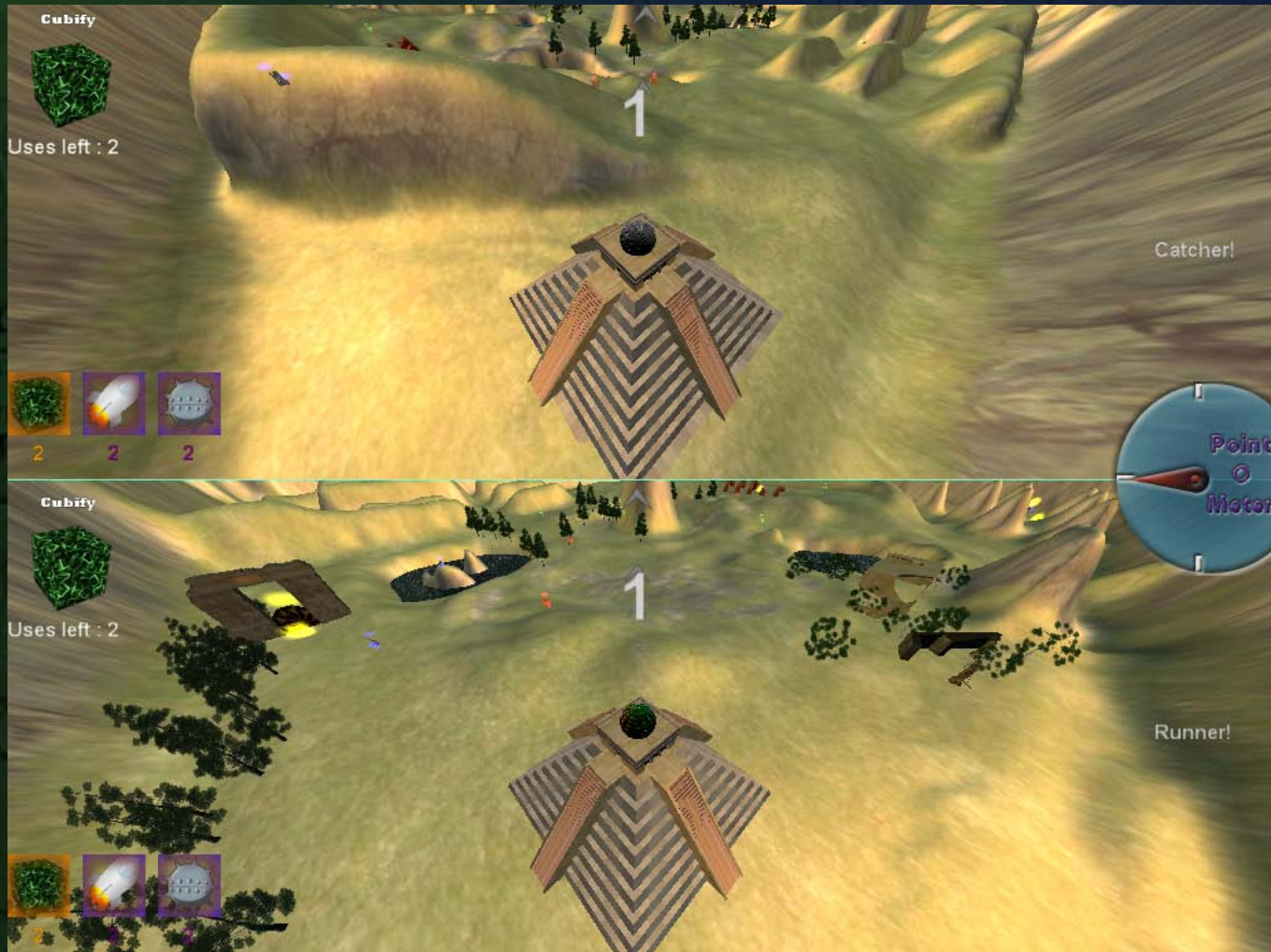


Technical Issues

- Annoying Gameplay



Where we are



Current

The background of the slide is a dark, textured surface featuring a repeating pattern of ancient Egyptian hieroglyphs. The hieroglyphs are rendered in a light, golden-brown color, creating a subtle, textured effect across the entire background. The pattern is dense and covers the entire area, with the word 'DEMO!' centered over it.

DEMO!