



Milestone 4: Alpha release

Giant Robots

Current state I (Tutorial)

- Created a short tutorial
 - hand gestures
 - interactables
 - Karma system
 - Fight mechanic

-> needs to be assessed in testing phase

Current state II (Wandering Scene)

- Move via teleportation
- Activate mic with hand gesture
- Talk to npcs for fight infos
- Talk with shop to buy stuff
- Animated player from our body movements

Current state III (Combat Scene)

- Control room with interactables to control robot and select “attacks”
- Opponent NPC
- Combat

Progress

- Basic Combat mechanic has preliminary version for testing
 - incl. sound and visual effects & ChatGPT opponent. This is super preliminary and needs a lot of work.
- Many animated 3D assets available for testing.
 - Arena, Robots (small, giant), workplace
- Animation of NPC players is in progress.
- Music and Sound Effects - preliminary choices made. There is much work to clean up sounds and implement them in code for gunshots, explos

Problems & Solutions

- Npc animations are not 100% fluid with the movements
 - play around with different scales, speeds etc.
- 3D assets aren't painted, sometimes it looks like they are merged (e.g. robot in front of arena)
 - create textures for them

Targets

- Create more NPCs with different characteristics
- Create more Opponents with different fight behaviour
- Add more/improve npc animations
- Colored assets

Live demo