

# Interims Demo

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# Progress

## Functional Minimum

- Basic sprite for elevator with arms
- Basic movement of the elevator and arms
- Basic grabbing and throwing of enemies with arms
- Enemies that can be grabbed and attack elevator in a simple way
- Simple movement inside of elevator and press button to keep elevator going
- Cycle between movement in elevator and fighting
- Simple health bar

## Low Target

- Basic, static environment
- Loading phase: grabbing of grabbables and counter how much is loaded
- Basic mission: load either cargo or people, no real impact on gameplay (always similar enemies)
- UI to indicate health of elevator and cargo
- Delivery of cargo
- Basic sound effects when grabbing enemies
- Different movement of arm depending on mass
- Flinging mechanic
- Final goal: maximum points
- Music
- Enemy dismemberment

## Desirable Target

- Enhanced sprite for elevator and arms
- Changing environment (depending on height)
- Player inside of elevator tasked with fixing and fueling elevator
- Sound effects for space elevator (on hit, fueling, fixing)
- and much more left to do

# Design revisions

- Scale down of enemy dismemberment, reserved for boss enemies
- Flinging mechanic: lock target in place instead of spring for lower arm for higher accuracy
- Loading phase abstracted with terminal

# Elevator Arms

- more complex than anticipated
- hidden skeleton arms driven by inverse kinematic
- physical arms with minimal collisions



# Enemies

Melee



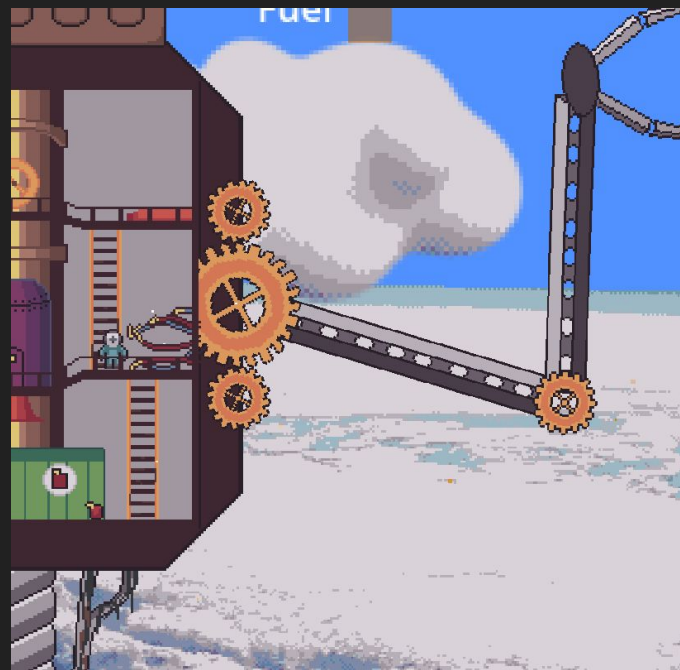
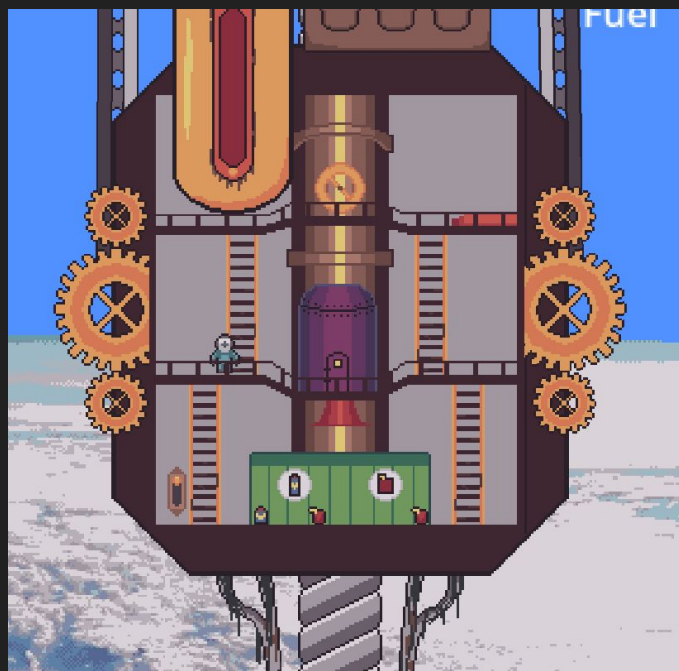
Ranged



Bomb



# Interior



Live Demo

Questions?

