

Gyros Döner

MILESTONE 4: ALPHA RELEASE

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Player Control

Moveset:

- Punch
- Kick
- Slide
- Block

Punch → Punch → Punch

Punch → Punch → Kick



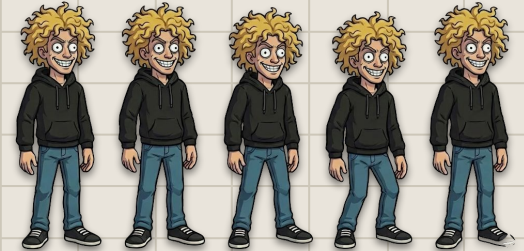
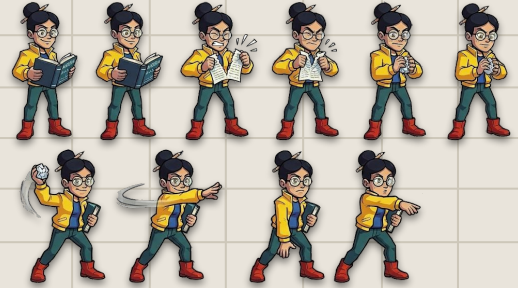
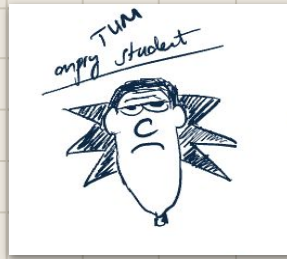
Short window to input the next move

Chain moves for combos

Assets with a Twist

Making original assets takes time but it's essential for our project

- Match the vibe we are aiming for
- Give the game personality
- Let us be creative (*thanks to AI*)
- Make the final product truly ours (partially!)



Challenges

- **HFSM & Utility AI** → harder than it looks
 - Managing and controlling the utility scores for actions and abilities are some kind of black boxes.
 - ADHD behavior should be fixed
- **Asset Making** → increased respect towards the actual artists.
 - Tried Rigging the characters, **failed**
 - Tried drawing the characters, **failed**
- **Combat Fluidity** → Throw many enemies on the player because why not?
 - Single combat has its flaws



Progress So Far...

Functional Minimum:

- One composed music track, playing in the background
- One playable level with a single enemy archetype
- Basic enemy AI using a simple FSM (idle → chase/attack → retreat/defend)
- Keyboard + controller input support
- Minimal placeholder art (rough hand-drawn sketches/prototypes)
- Basic hit feedback (e.g., flicker, sound, simple particles)

Desirable Target:

- Two composed adaptive tracks, each tied to their level's pacing and player performance
- Three playable levels, including one boss encounter with a simple phase change
- HFSM + Utility AI for enemy behavior (sub-state action selection, varied attacks)
- Fully animated main character and enemy animations
- Refined hit responses (hitstop, camera shake, onomatopoeia pop-ups)
- Improved environment art representing recognizable TUM spaces

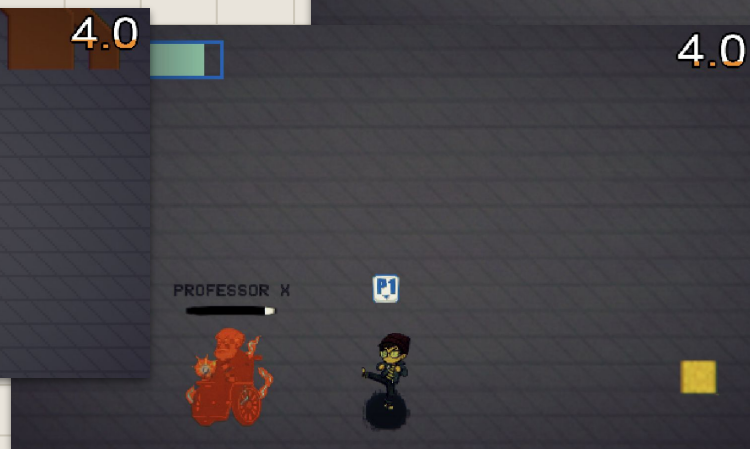
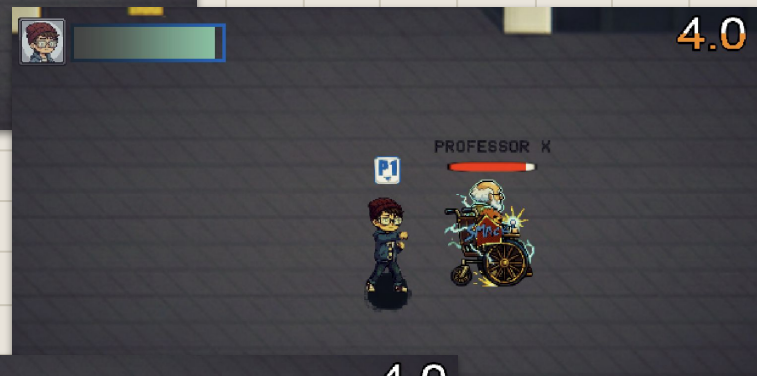
Low Target:

- One composed track with clear adaptive layers
- Two playable levels with at least two enemy types
- Improved FSM with sub-states (movement, attack variants, defensive behavior)
- Basic visual feedback synchronized with the music (impact flashes, screen shake triggered on beat accents)
- Simple UI (health bar, score/combo)
- First pass on rigged/hand-drawn animations + improved character art direction

High Target:

- Adaptive soundtrack for all three levels, plus boss theme
- Boss with rhythmic-phase mechanics and multiple attack behaviors
- Further-refined combat readability and polish (anticipation frames, stagger logic, enemy roles)
- BPM/Beat HUD for music/feedback debugging
- Additional environment details and unique assets capturing TUM identity
- Optional cooperative testing groundwork (not full multiplayer)

Second Look



Off to the demo!

