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-Alpha Release-

Maximilian Mayer, Lukas Goll, Tim Kaiser, Evgenija Pavlova

Desired Target - achieved or not?

- Character growth and new attack mechanics for ~~larger~~ character — DONE
- Camera adjustment to support feeling of growth — DONE
- New model additions and refinement for the environment — DONE
- Fancy in-game UI and HUD, menus — PARTLY
- Map generation: whole map from scratch — DONE
- Static enemy models like cars in the streets, enemy mechanics — DONE
- First in-game sound effects for hits & environment — MISSING
- Voxel particle effects for environment & character actions — PARTLY
- Small control tutorial — EXISTS, BUT...

Full city level with destruction objective after certain growth, playable game rounds

DONE

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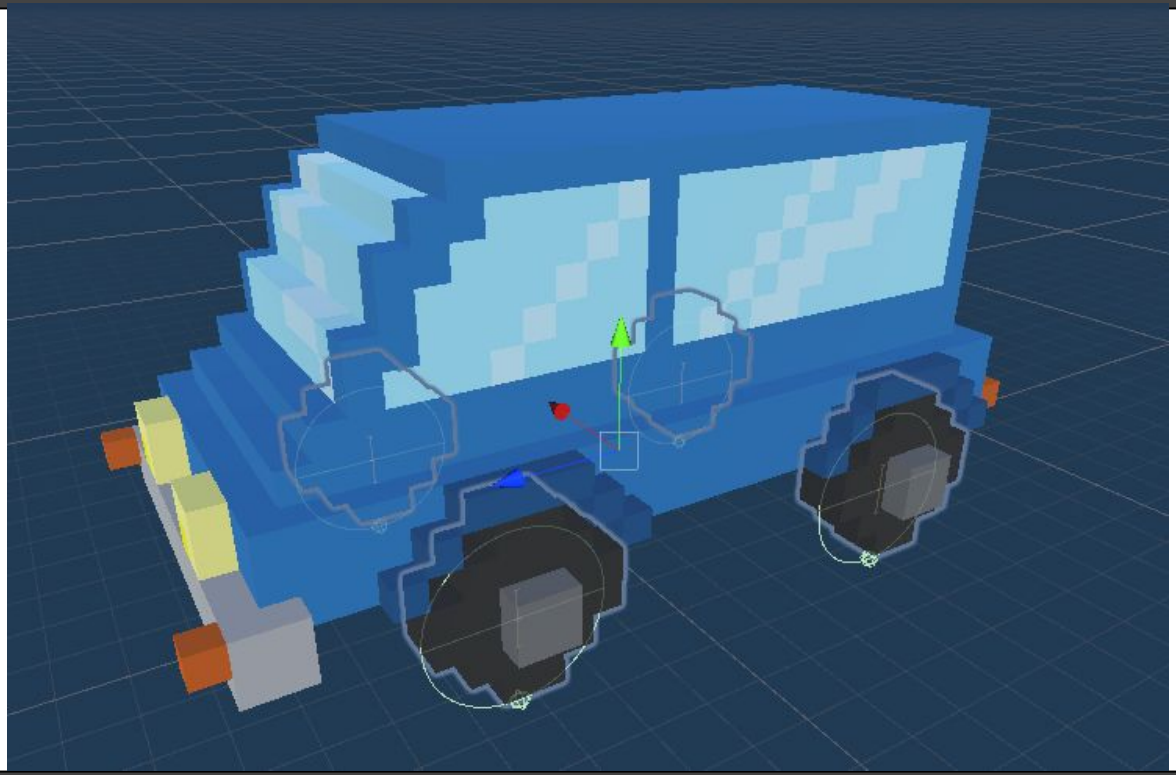
Enemy Ai



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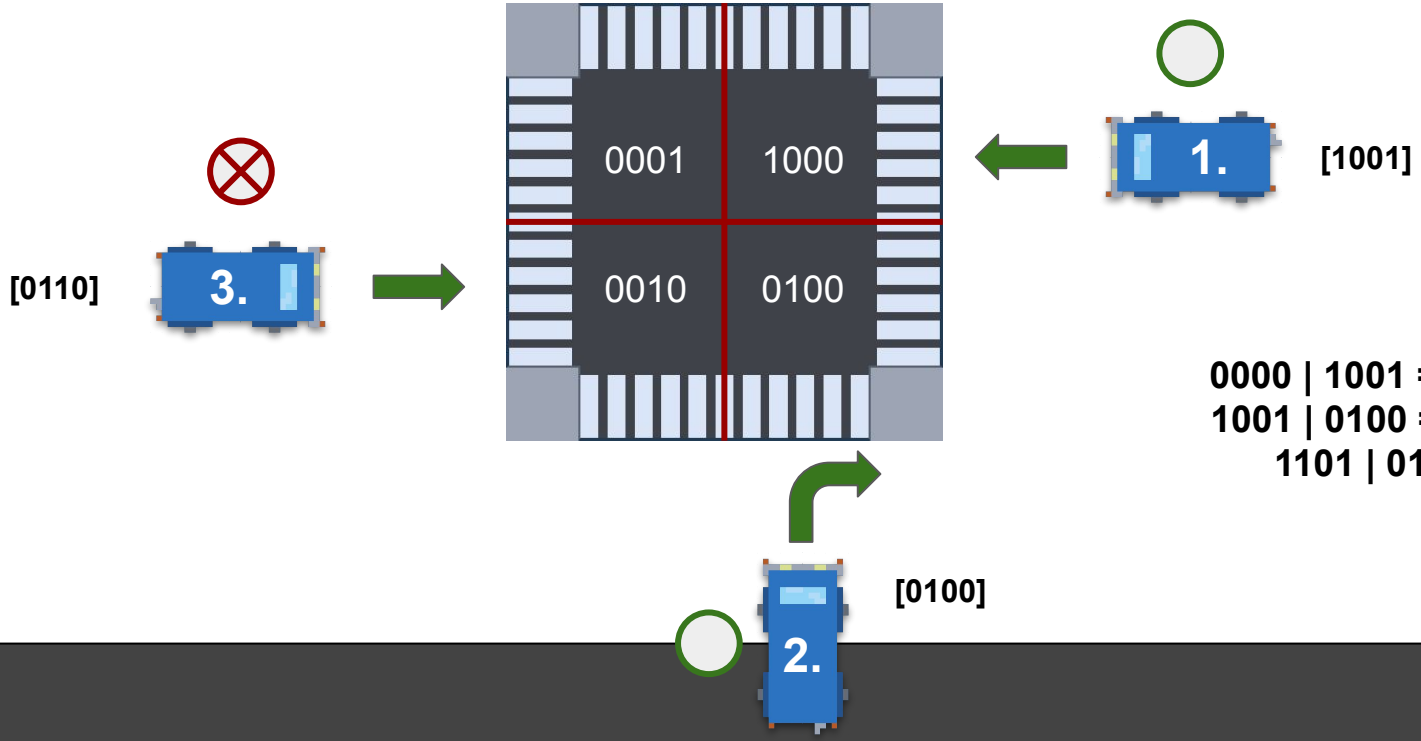
Enemy AI

Crossing Enum = 0000



0000 | 1001 = 1001
1001 | 0100 = 1101
1101 | 0110

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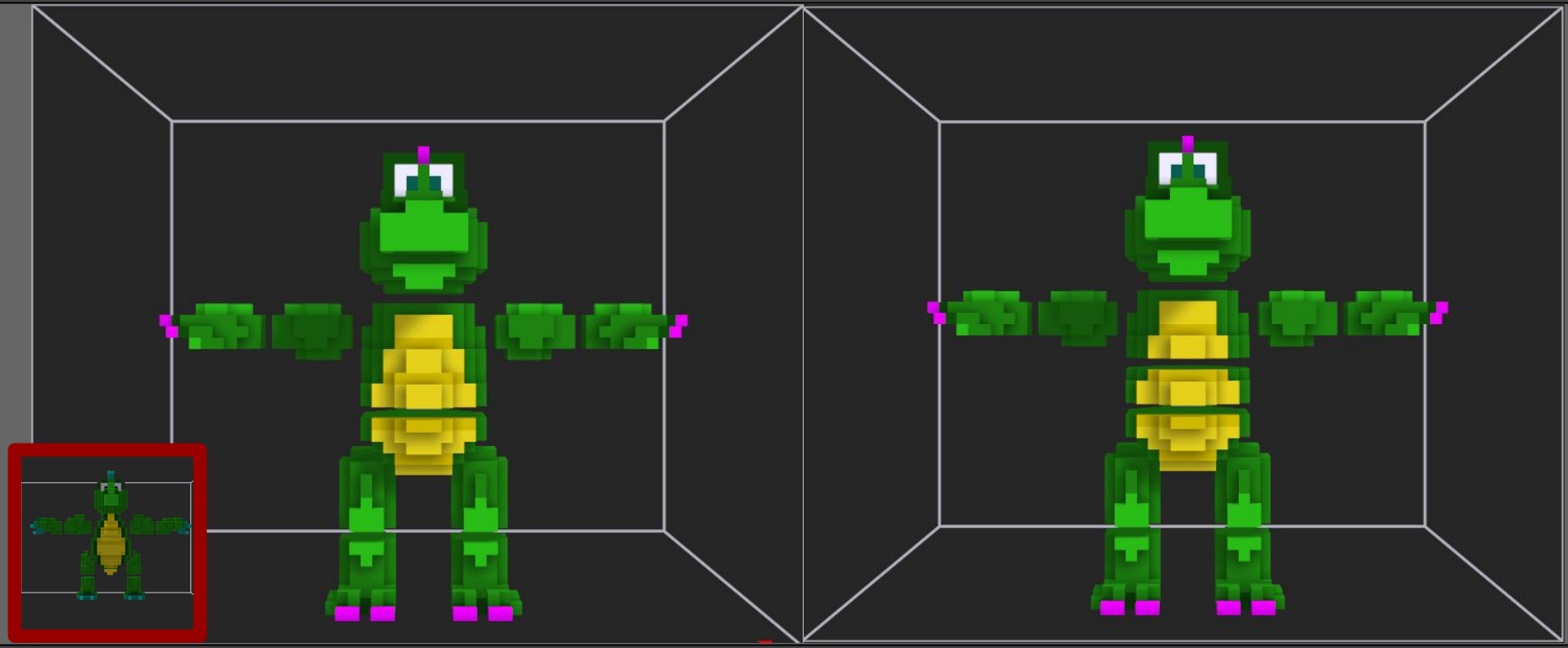
Design Changes - Godzilla



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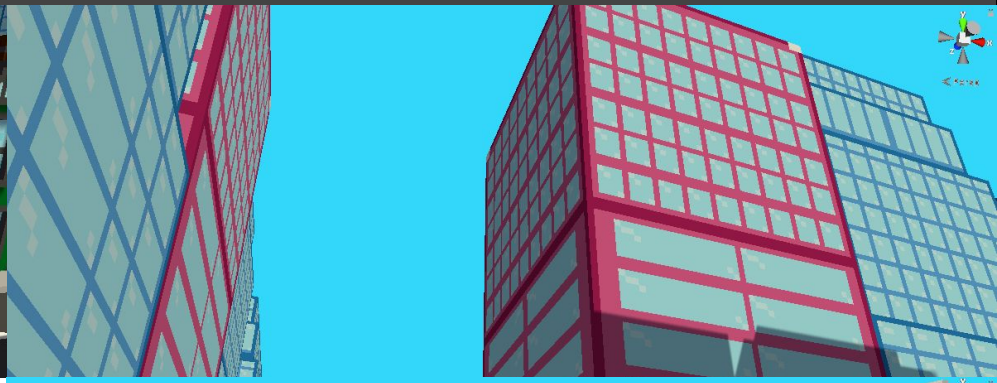
Design Changes - The City



Three categories:

- Suburb
- Inner City
- Outer City

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Design Changes - Suburb

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Design Changes - Outercity

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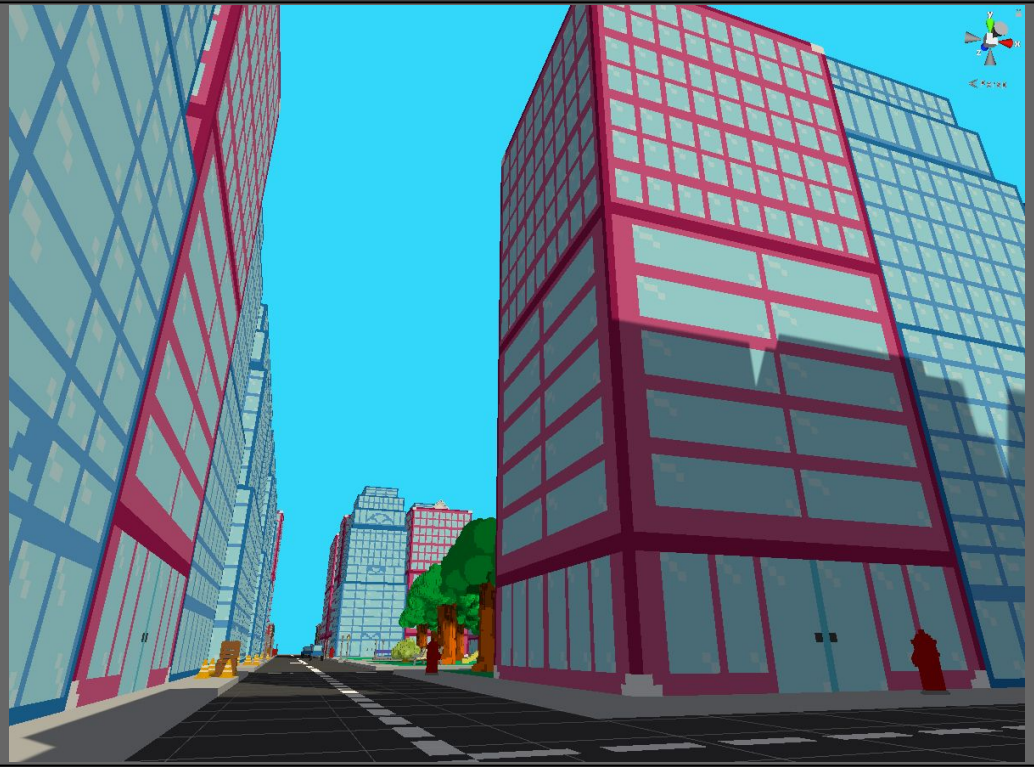
Design Changes - The City



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The Goal

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Design Changes - UI

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Game Balancing

Level	Destructables	Hitpoints	Reward	Point Multiplier	Idea
1	Barrel	40	16	1.0	two hit/kick
1	ExplosiveBarrel	40	16	1.0	two hit/kick
1	Crate	25	10	1.0	one punch
1	Cone	20	8	1.0	one kick
1	Trashcan	40	24	1.5	two hit/kick
1	Bench	50	20	1.0	two punches
1	hydrant	50	25	1.25	two punches
1	vase	20	12	1.5	one kick
1	TrafficLight	40	16	1.0	two hit/kick
1	Trashbin	100	40	1.0	combo or charge attack
1	Bush	100	40	1.0	combo or charge attack
1	fountain	200	160	2.0	very sturdy and much points
1	MerryGoAround	200	160	2.0	very sturdy and much points
1	Slide	100	80	2.0	two hit/kick and much points
2	Tree_small	250	100	1.0	inbetween item
2	suburban_1	400	160	1.0	two hit in level 2
2	suburban_2	400	160	1.0	two hit in level 2
2	house 1	500	200	1.0	combo or charge attack in level 2
2	house 2	500	200	1.0	combo or charge attack in level 2
2	house 3	500	200	1.0	combo or charge attack in level 2
2	"Yellow house"	500	250	1.25	combo + additional attacks in level 2
2	house_blue	500	300	1.5	house that rewards more points
2	house_c1	700	280	1.0	more sturdy house
2	car	500	200	1.5	Enemy : collision interrupts!
2	police_car	500	200	1.5	Chasing Enemy
3	sky_scraper_1	2500	1000	combo or charge attack in level 3	
3	sky_scraper_2	3000	1200	combo or charge attack + additional attacks in level 3	
3	TV_Tower	15000	4000	once	Destroy to complete the level . Firestorm at level 3

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The Attack Set

Attack	Buttons [XBOX]	Damage	Growth Stage	Growth Scale
Punch	A	25	1	1
ChainSwipe	A -> A -> B	25 + 25 + 50	2	5
Kick	X	20	3	10
StrikeKick	X -> X -> B	20 + 20 + 60		
Headbutt	A -> A -> Y	25 + 25 + 100		
ChargeAttacks				
Charge	Hold R			
JumpAttack	R + Y	100		
ChargedStrikeKick	R + X	100		
Special Attacks			Special attacks cost energy	
Fireball	Hold L + B	200 - 600	20 - 60	
Firestorm	Hold L + Y	100 * seconds	60 + s	

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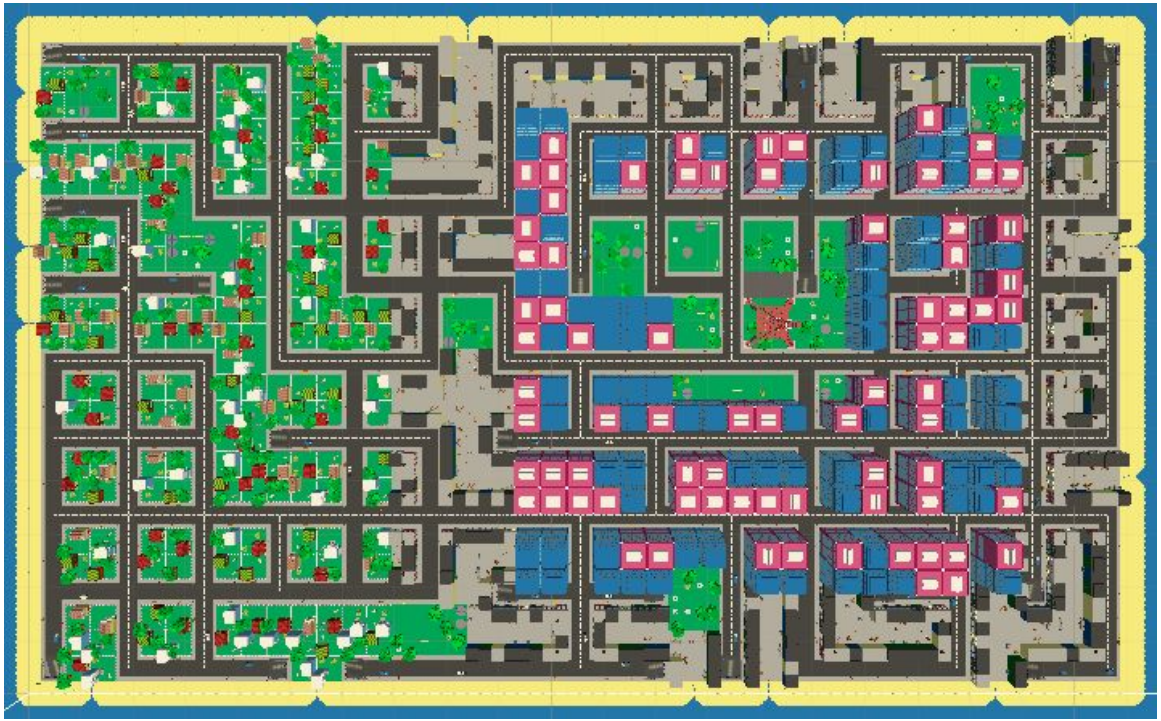
Procedural Map Generation



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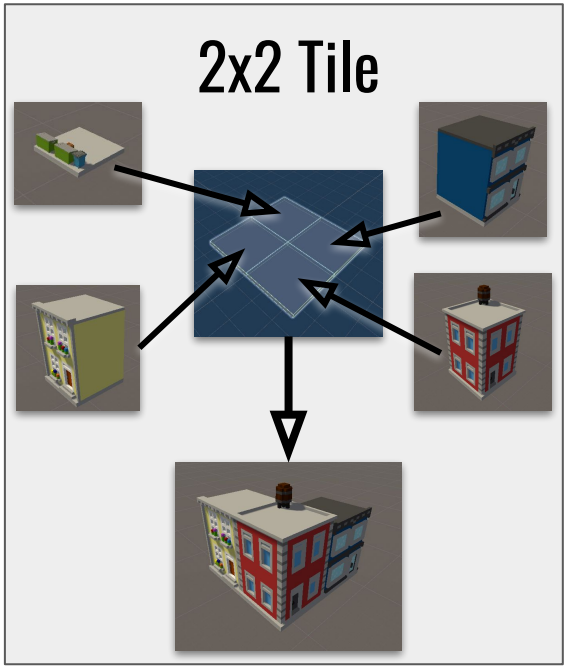
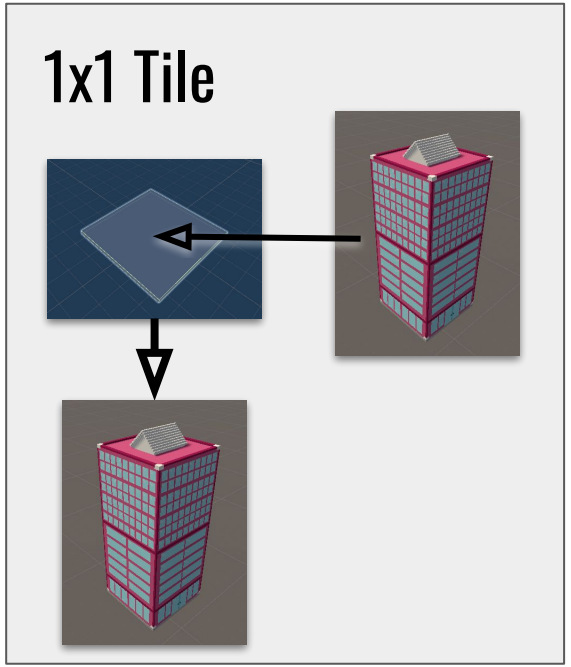
Map Generation - Tiles





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Map Generation - Result

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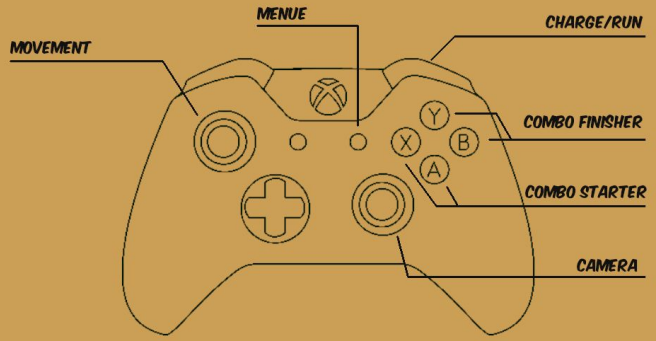
Tutorial

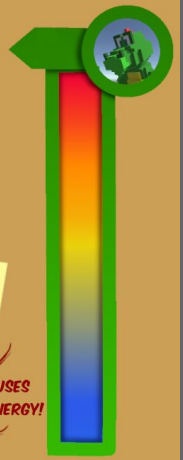
DESTROY THIS!!

DESTROYING OBJECTS AND HOUSES MAKES GODZILLA GROW!



IT ALSO FILLS YOUR ENERGY BAR
FOR COOLER ATTACKS!!

PUNCH	A
SWIPE	A + A + B
KICK	X
KICK!!!	X + X + B
HEADBUTT	A + A + Y



IMPORTANT!!

TRY THIS!! SECRET!
- HOLD RSB
- RSB + Y
- RSB + X
- HOLD LSB +B
- HOLD L + Y

USES ENERGY!

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DEMO TIME

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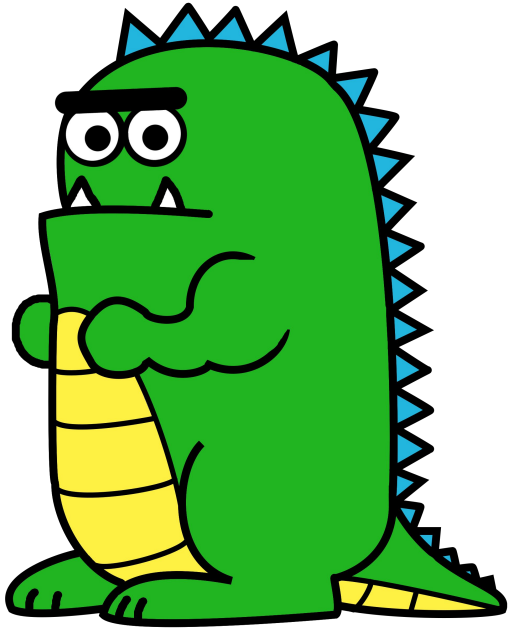
Questions?



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