



# Alpha Release Code Bread

Team Callstack Overflow 2

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# Progress - New Additions

## User Interface

- Main and Pause Menu
- Tutorial Slides
- Player status bars
- Event Pointers
- Interaction Info Display



**PIZZA BAKING**

INTERACT WITH THE OVEN AND CHOOSE A PIZZA TYPE TO BAKE.

DON'T LEAVE IT IN THE OVEN FOR TOO LONG ... OR YOU MAY NEED A FIRE EXTINGUISHER.

DONE! YOUR PIZZA IS READY TO DELIVER. JUST DROP IT IN FRONT OF THE PIZZA TELEPORTER :)



**X/E**  
[PRESS] OPEN PLANT POT MENU  
[HOLD] PICK UP PLANT POT

# Progress - New Additions

## Tractor Beam

- Player needs to lead their target
- Beam can be interrupted

## Ice Asteroids

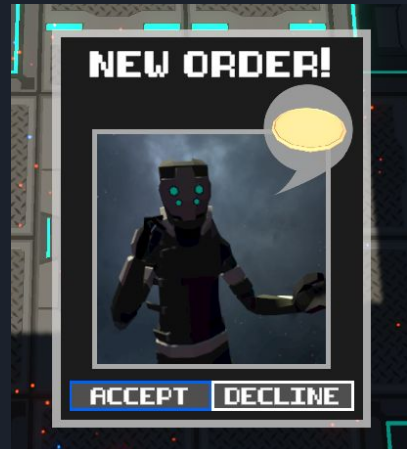
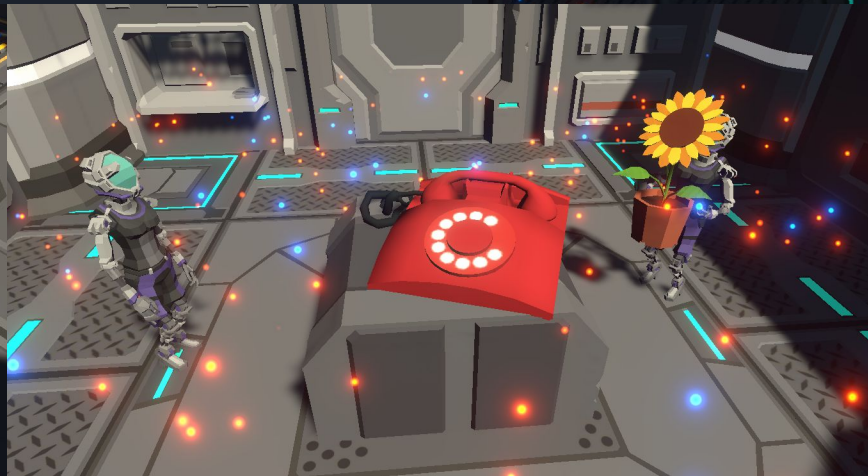
- Gradually melt into water when in engine room



# Progress - New Additions

## Telephone & Pizza Teleporter

- Wait for telephone to ring
- Then accept or decline an order

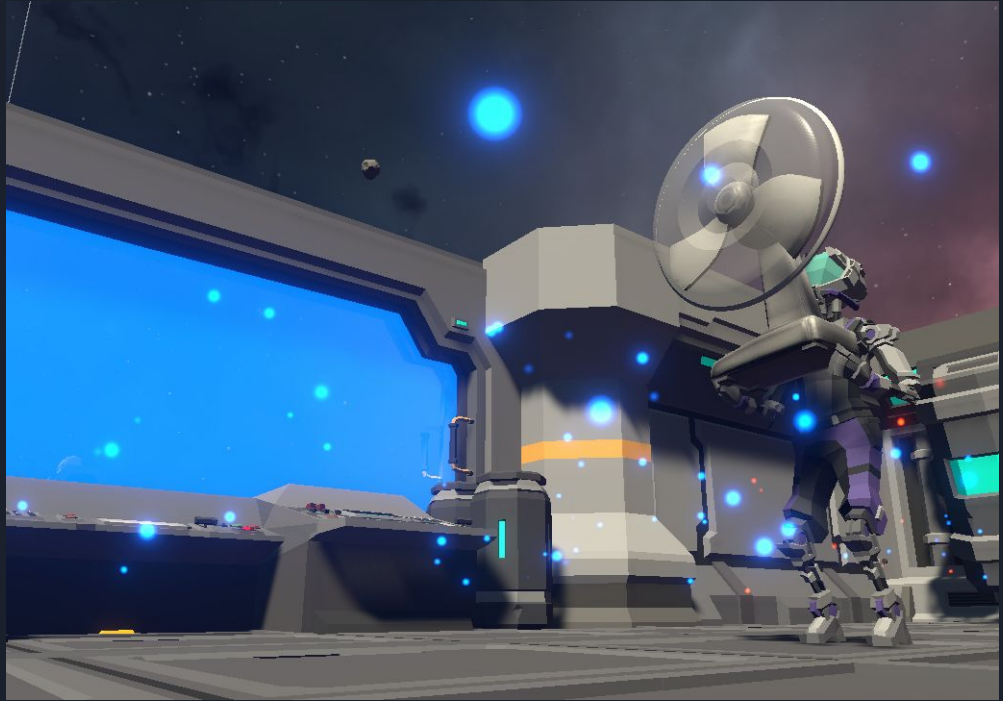


# Progress - New Additions

Fan

It's a fan.

It does fan things.





# Progress - New Additions

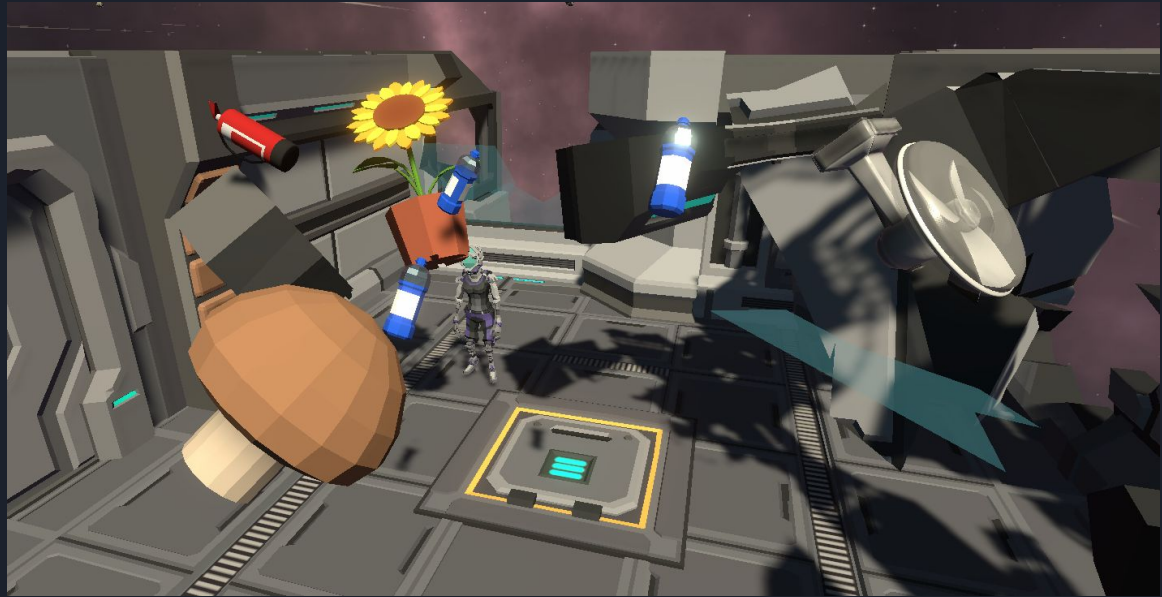
## Audio

- Music
- Sound effects for most actions and events
- 3D audio for both players

# Progress - New Additions

## Local Gravity loss on Hull Breach

because it looks pretty.





# Progress - New Additions

## Cow

- Roams the ship
- Produces cheese
- Needs to be fed
- Will eat stuff independently if not fed





# Progress - New Additions

## Fire & Fire Extinguisher

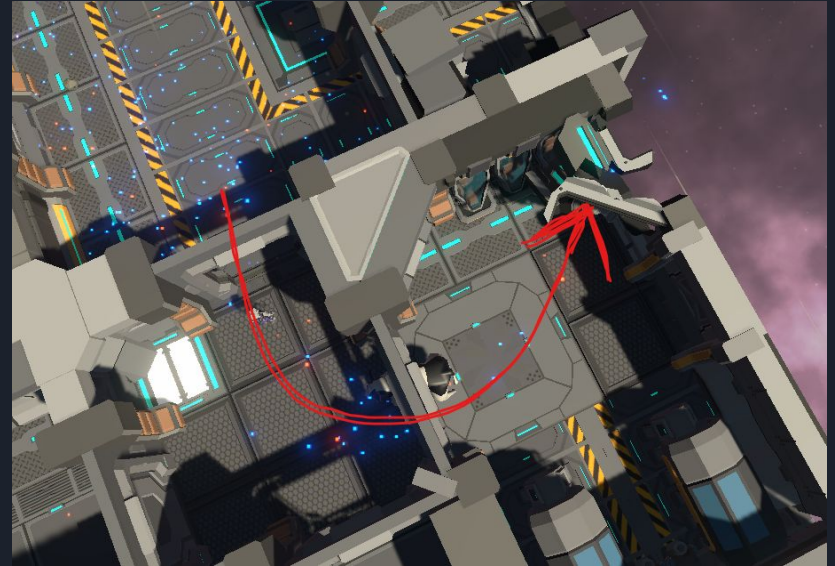
- Burnt Pizza comes out of the oven flaming hot
- Fire propagates to nearby objects
- Use fire extinguisher to put out fires



# Progress - New Additions

## New Simulation Visualization

- Now with 100% more particles
- Clearer display of air flow
- Colored particles to differentiate O<sub>2</sub> and CO<sub>2</sub>
- Particle density represents quantities





# Progress - **New Challenges**

- Making the simulation behave as expected and *not* explode under load
- balancing without easily being able to play with another person
- Cow rigging and animations



Demonstration

**TA-DAAA!**



# Layered Task Breakdown (Revised)

**Functional Minimum (2/2) - Basic system simulation**

**Low Target (6/6) - General Player tasks & Game logic**

**Desired Target (4/5) - Additional Environment Simulation & Tutorial**

- Dropped the temperature simulation & revive station
- Transformed ship AI into subtasks

**High Target (2.5 / 4)**

- No end-game statistics currently
- Audio is not based on pressure/oxygen of rooms

**Extras (0/4) - ran out of time**

**Novel tasks (4/4)**

- Cow AI
- Fan object
- General Audio
- Menu tutorial



**Thank you!**