

Alpha Release



AQUARIOKART

DOUBLE SPLASH!!

Team Markedly Minified Olives

Mark Pilgram, Min-Shan Luong, Oliver Jung



Progress Report

Track Updates

- Track layout mostly the same
- Improved terrain materials
- Added background vegetation & scenery, roadside barriers
- Improved water materials
- Map intro camera sequence



Progress Report

Vehicles

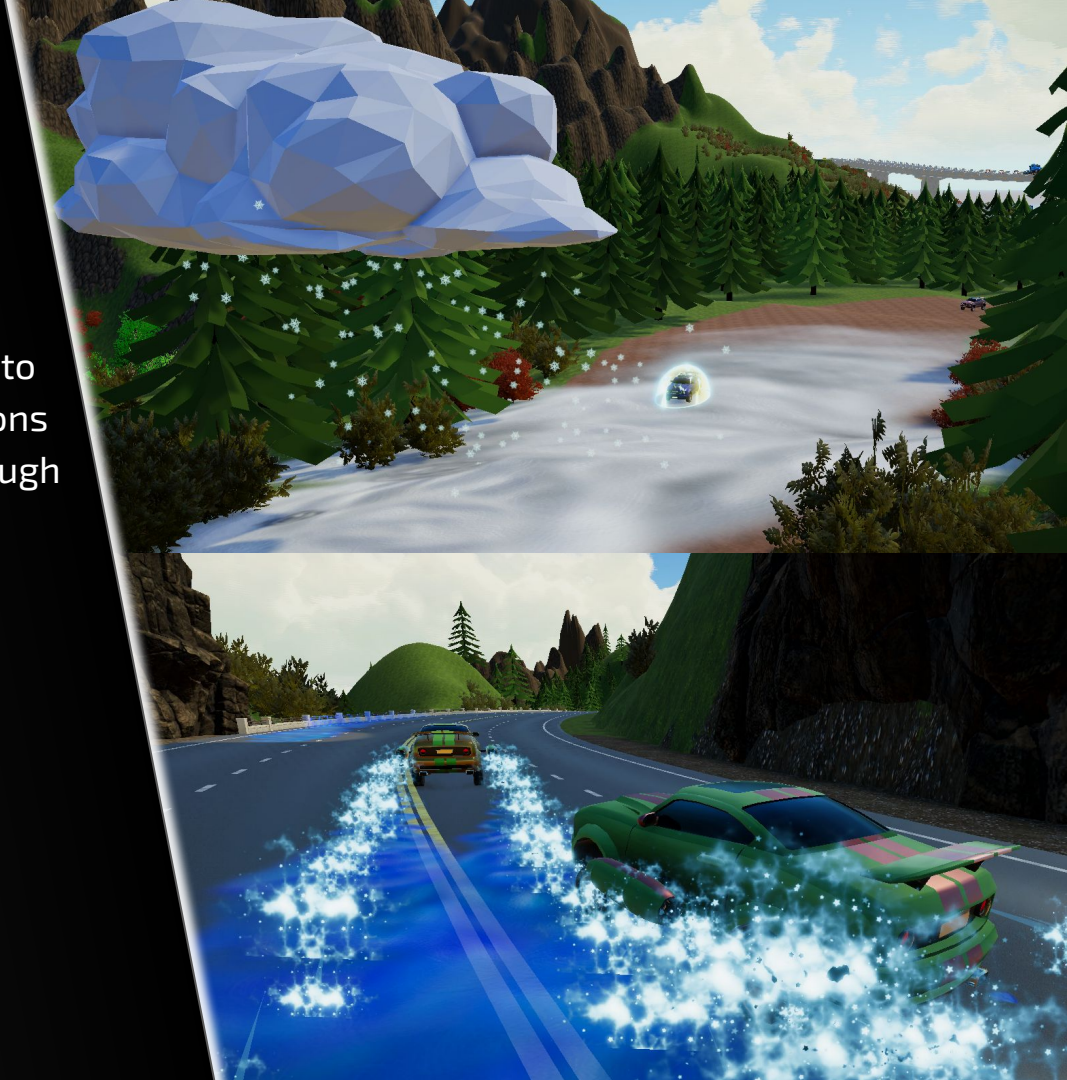
- Minor tweaks to the acceleration and sliding behavior on steep surfaces
- Now feature randomized colors
- Can be reset when they leave the track or are flipped



Progress Report

Water Systems

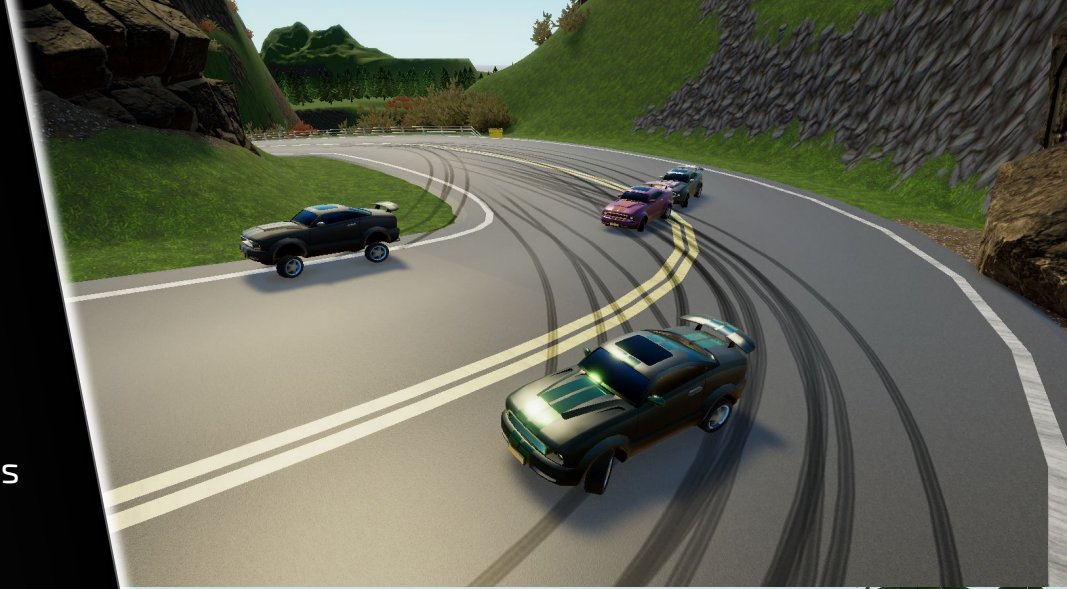
- Added Ice Puddles
- Puddle trail spawn system
- Puddles spawned from an object pool to reduce the load created by instantiations
- Improved the look of interactions through water particle effects



Progress Report

AI

- Improved track-following capabilities
- Now a professional drifter
- Can handle slippery conditions
- Can use items & manage water level
- Will sometimes avoid certain obstacles



Progress Report

Items

- 5 Items, 4 with alternate uses
- Customizable item distribution system
- Water-themed effects
- Each item defines the conditions under which the AI should use/discard it



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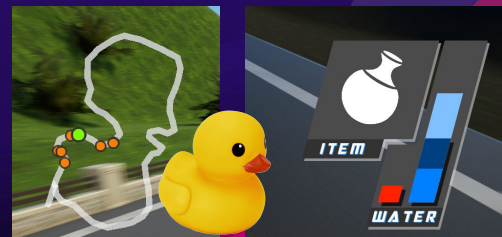
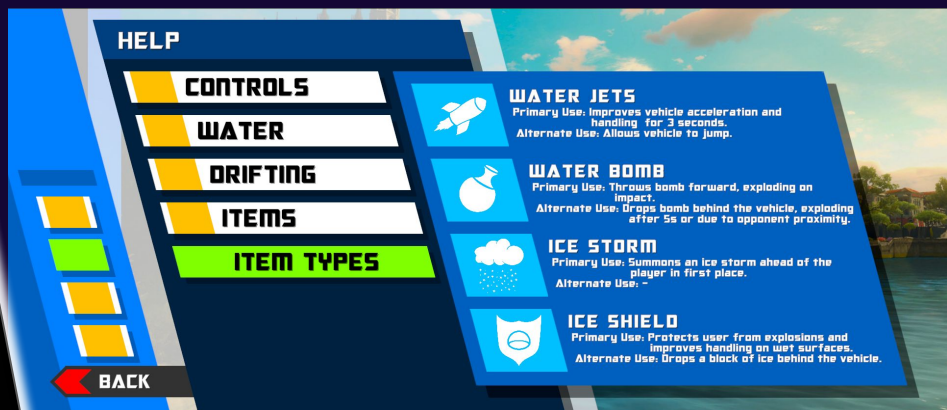
Progress Report

Menus

- Fully Animated
- Seamless Mouse, Keyboard & Controller navigation
- Main Menu with Help Menu and Graphics Settings
- Smooth scene transitions

Game HUD

- Also animated!
- Minimap
 - Built automatically using checkpoint positions
 - Uses custom UI Line Renderer



Progress Report

Functional Minimum

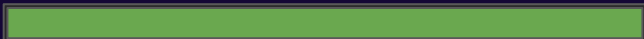
Driving Mechanics, Ground Types



AI Race Track Navigation



Functional race course



Low Target

AI Dynamic Obstacle Avoidance

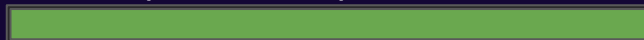


Water Tank System

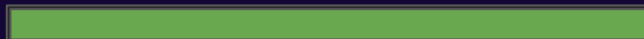


Desired Target

Power Up Items & Speed Boost Areas



AI Powerup Usage



Race course with scenery



Dynamic Obstacles



Slipstream Speed Boost



Menus



Audio

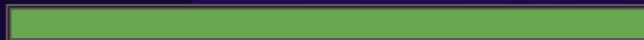


Player car driven by AI after finish line



High Target

Attractive Menus







Challenges

Improving the AI's driving capabilities

Handling laps correctly with the checkpoint system

Demonstration

Splashing intensifies

Thank you!