

ALMOST

A.I.M.

**~~ARTIFICIALLY INTELLIGENT~~
MACHINES**

NIKITA | LIOU | JAN | KONSTANTIN

COMPUTER GAMES LABORATORY SS19

**BIG
IDEA
BULLSEYE**

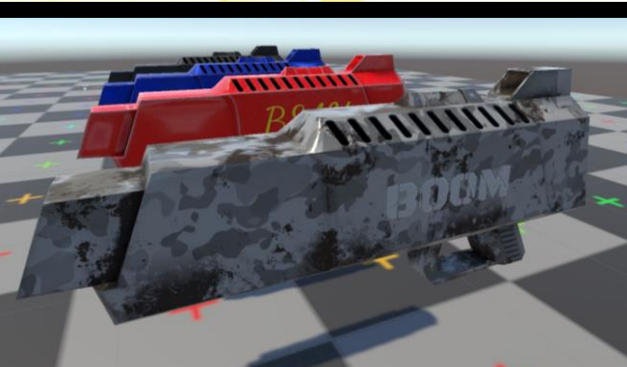
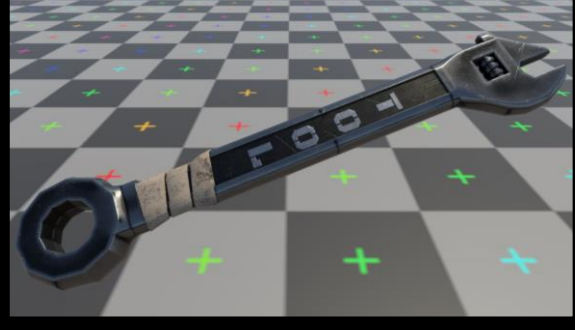
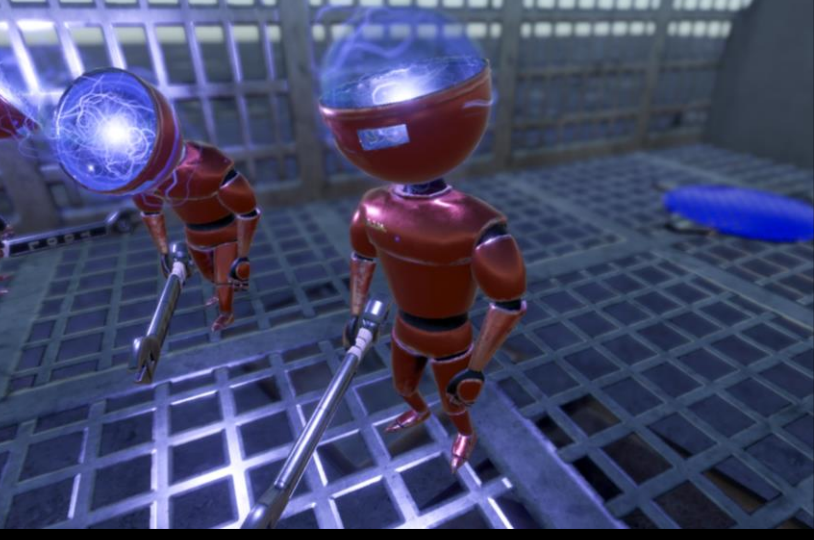
DYNAMIC ROBOT BOSS BATTLES

MULTIPLE AI BEHAVIORS

GAME PROGRESS

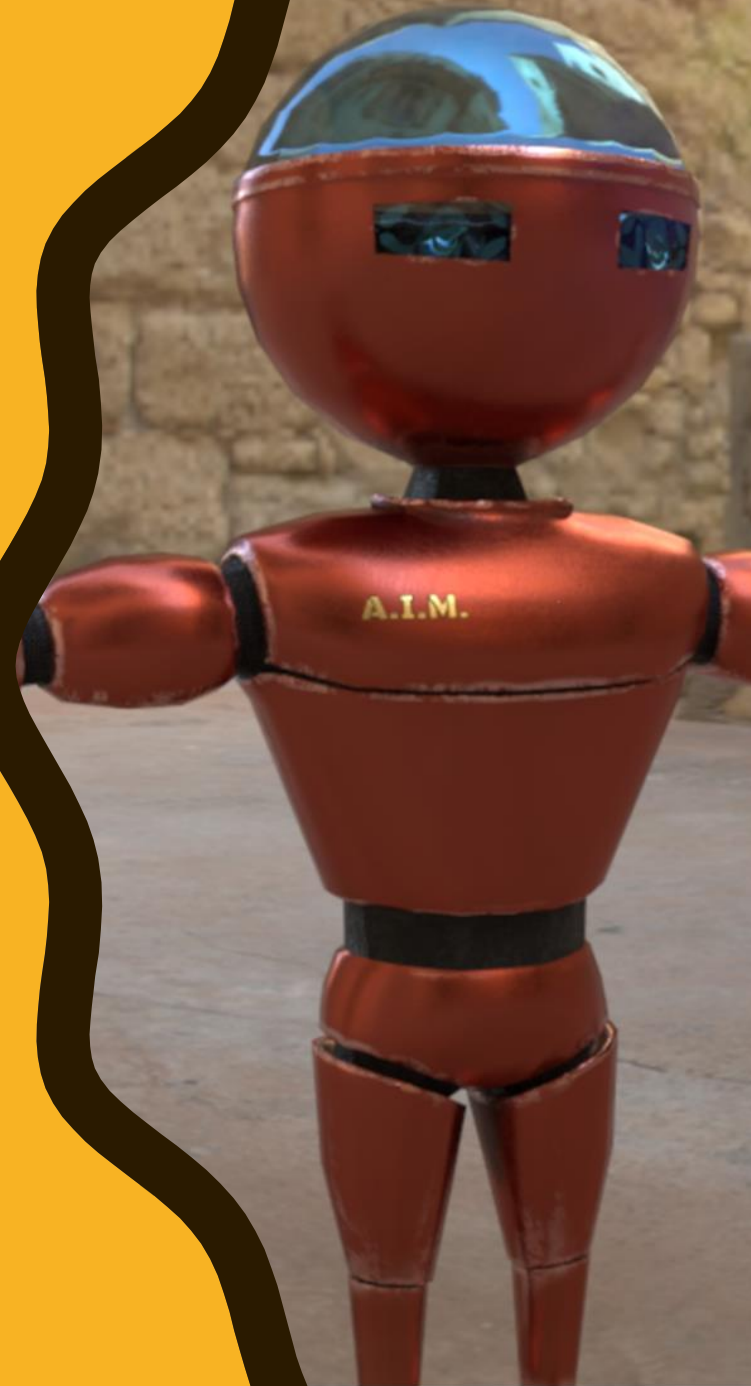
HAVE A GAME YET?





LAYER ANALYSIS

HOW FAR ARE WE?



DESIRABLE TARGET

- Boss: big area of effect attacks
- Items: ranged weapons with a certain amount of ammunition
- Animation: destruction animation, item spawn animation, pick up animation
- 3D Assets: enhanced robot model with dynamic head lighting
- Boss: weak spot
- Main menu
- Sound

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HIGH TARGET

- Higher quality models
- Boss: can throw robots around / knock them back
- More robot types
- ~~Player ability: giving commands to robots nearby~~
- Different difficulties
- Local multiplayer mode: Each player can command one robot
- 2nd boss with different abilities and behaviour (multiplayer needed)

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