

ALMOST

A.I.M.

**~~ARTIFICIALLY INTELLIGENT~~
MACHINES**

NIKITA | LIOU | JAN | KONSTANTIN

COMPUTER GAMES LABORATORY SS19

**BIG
IDEA
BULLSEYE**

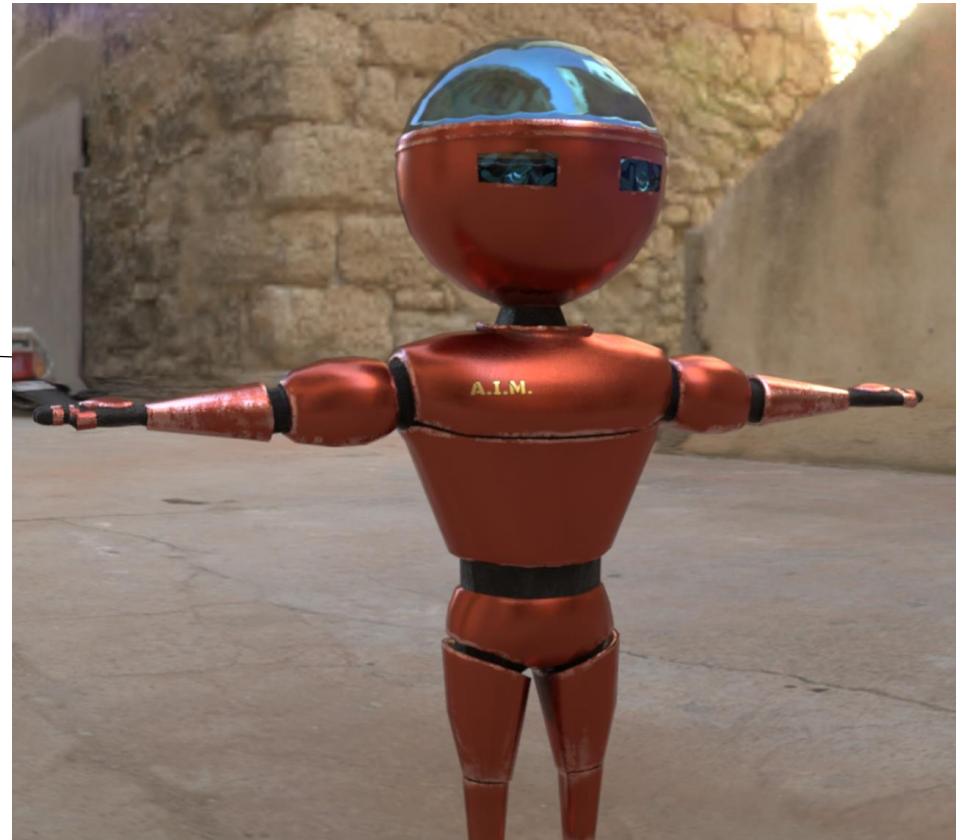
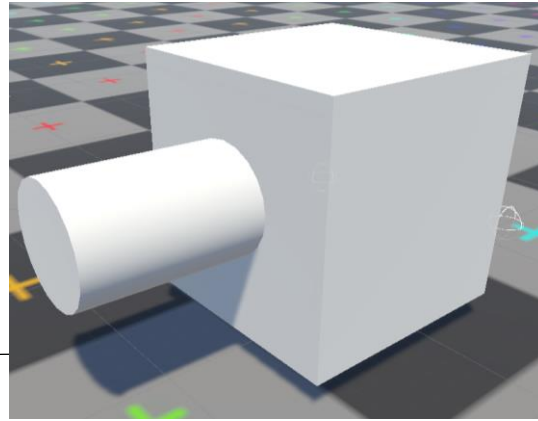
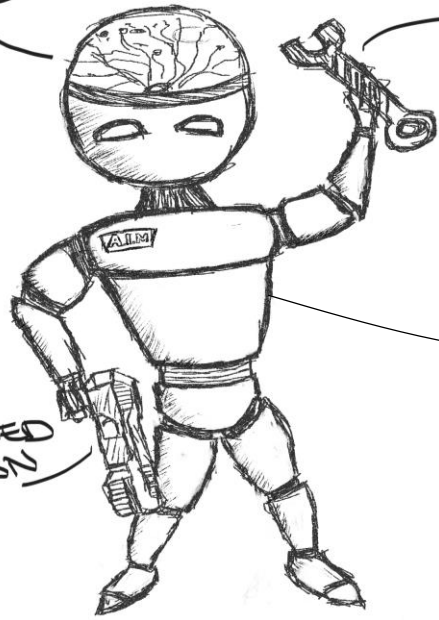
DYNAMIC ROBOT BOSS BATTLES

MULTIPLE AI BEHAVIORS

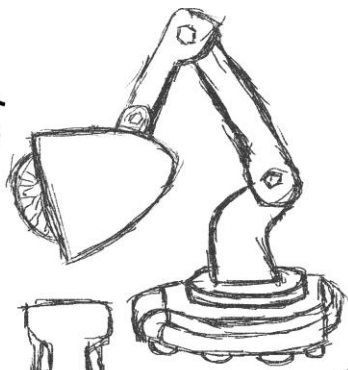
PLASMA
SPHERE

MELEE
WEAPON

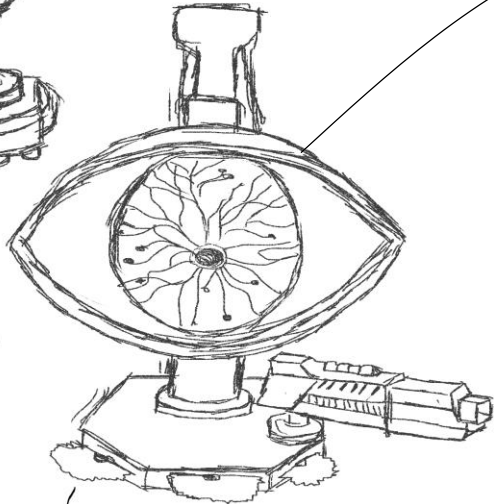
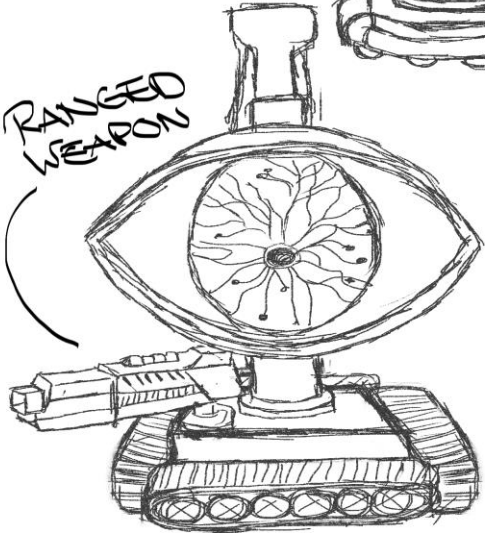
RANGED
WEAPON



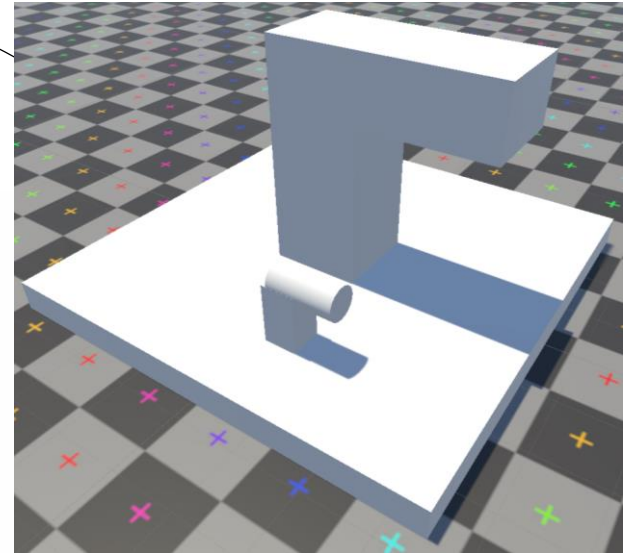
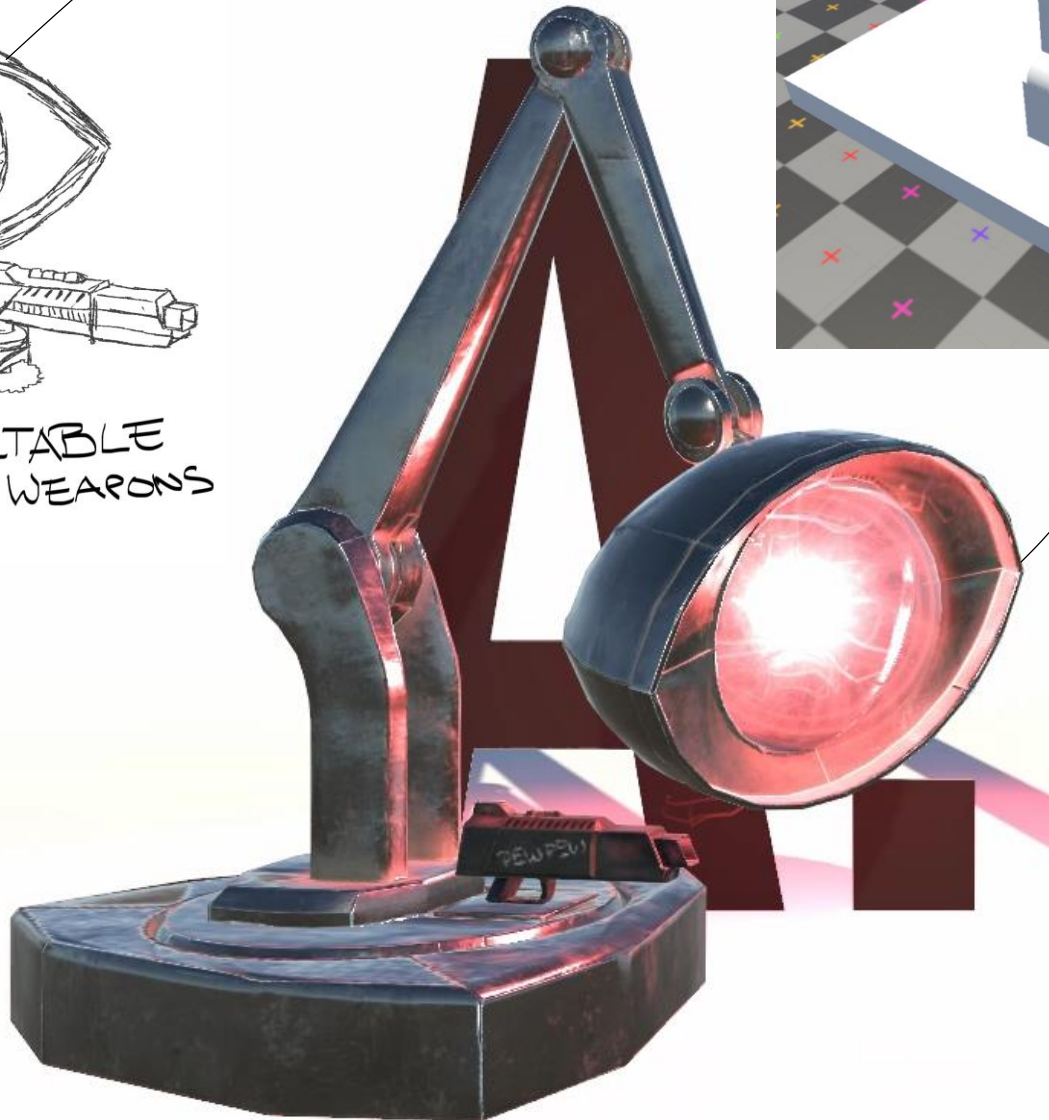
PLASMA
SHEATH



RANGED
WEAPON

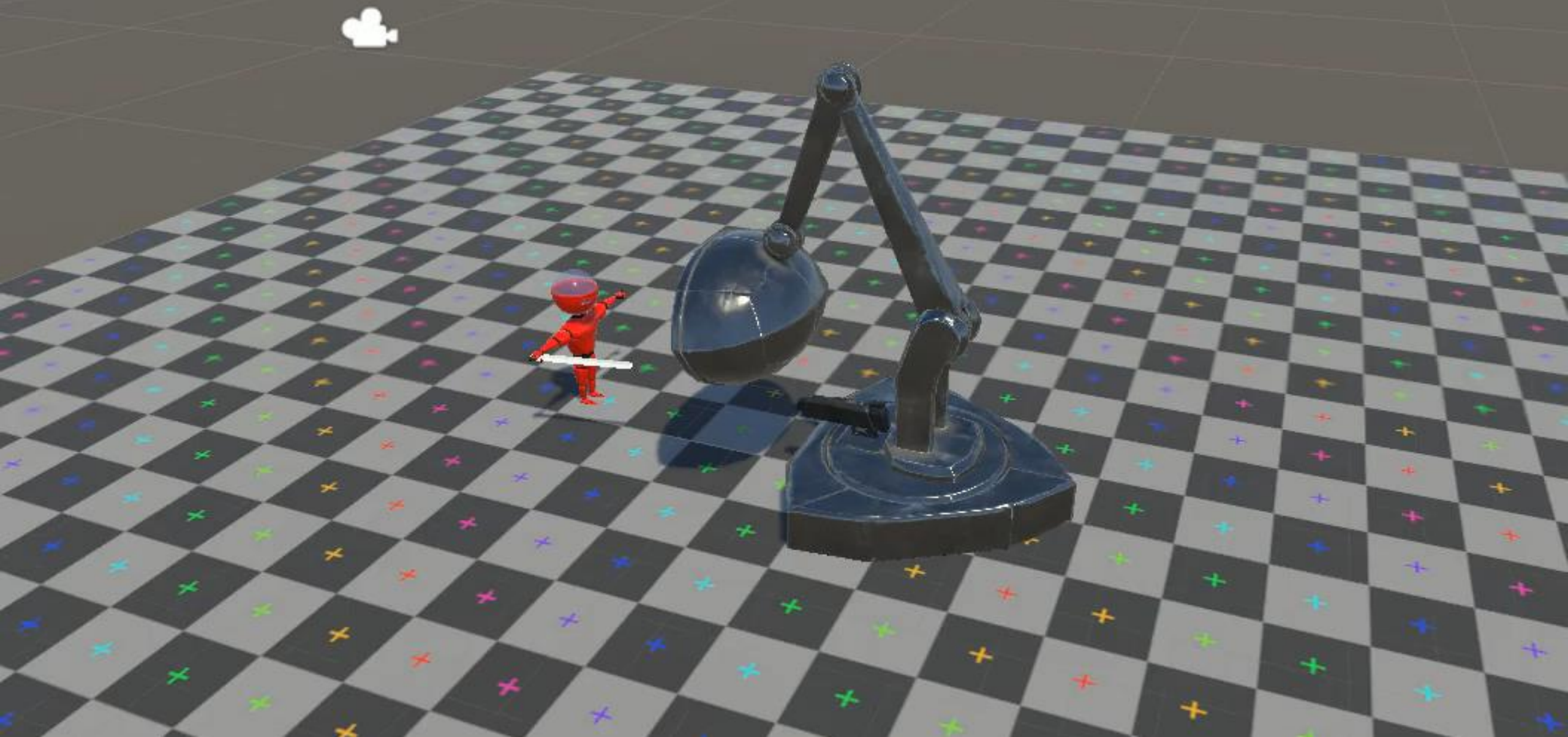


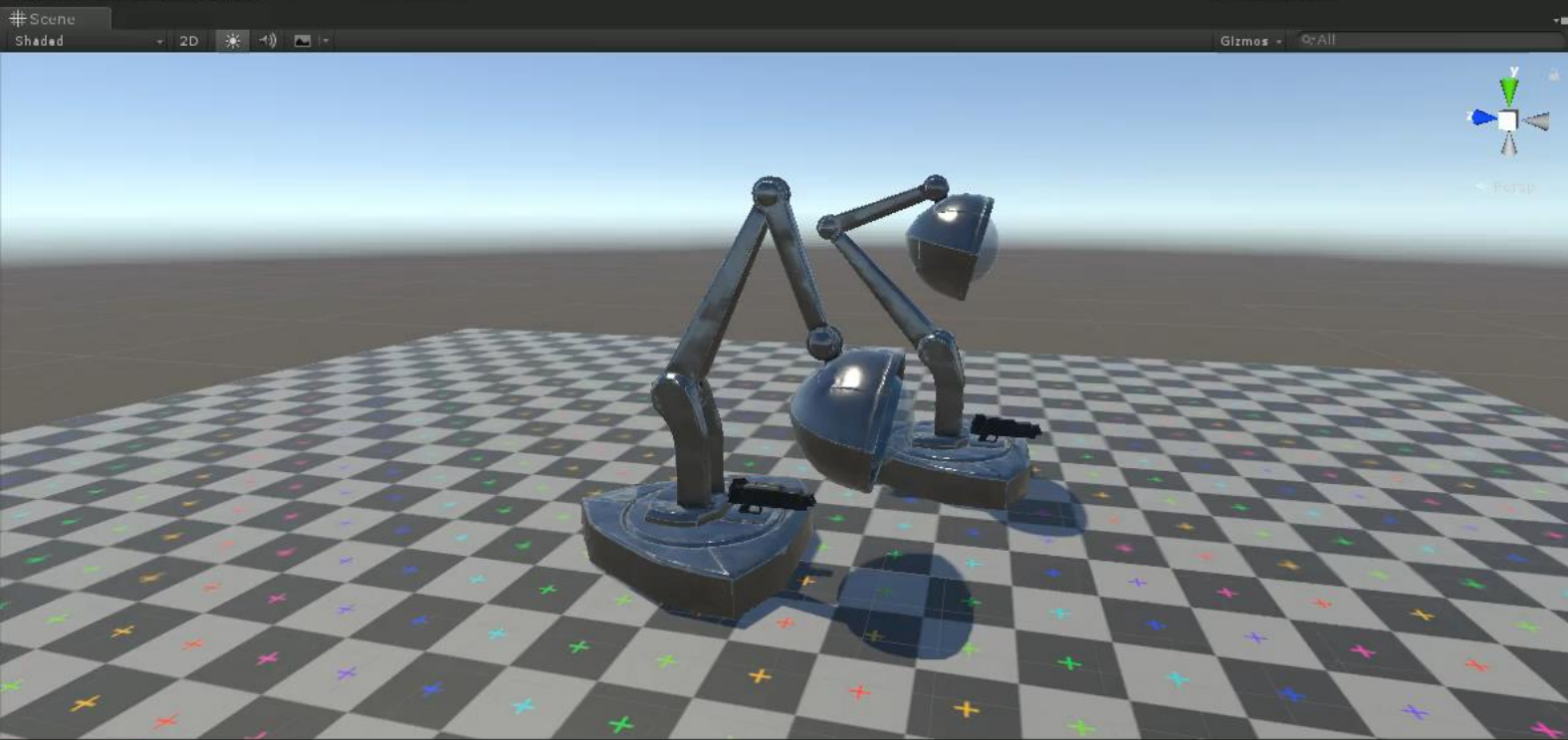
RETRACTABLE
MELEE WEAPONS





VIDEO, BUT THIS IS A PDF SORRY ;)





Hierarchy

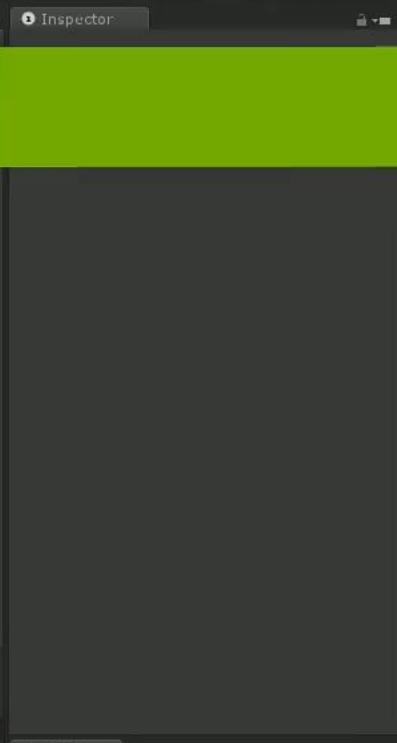
- modelTesting1
 - Directional Light
 - LevelObjects
 - Floor
 - Controllers
 - Main Camera
 - LampBoss
 - PillarSpawnPoints
 - link_0
 - extension
 - link_1
 - link_2
 - head
 - rifle
 - gun_hatch
 - SawSpawnPoints
 - LampBossTemporaryDelet
 - Bot
 - Rifle

Animator

Base Layer: Auto Live Link

Project

- Assets
 - _scenes
 - Boss
 - animations
 - EyeSlam
 - Idle
 - LampBossAnimControlle
 - materials
 - models
 - lamp_boss
 - lamp_boss_collider
 - textures
 - Bots
 - animations
 - materials
 - models
 - textures
 - Editor
 - Environment
 - Items
 - Materials
 - Prefabs
 - BossAttacks
 - Bots
 - Environment
 - Items
 - Projectiles
 - UserInterface
 - Console
 - LampBoss
 - MeleeWeaponPlaceholder
 - RecalibrationTerminal



Animation

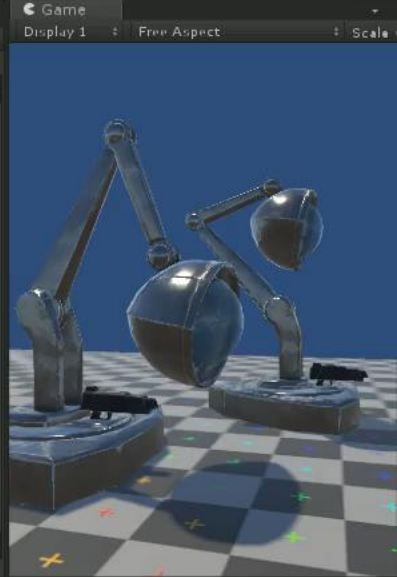
Preview 0

EyeSlam Samples 60

- link_1 : Rotation
- link_2 : Rotation
- head : Rotation

Add Property

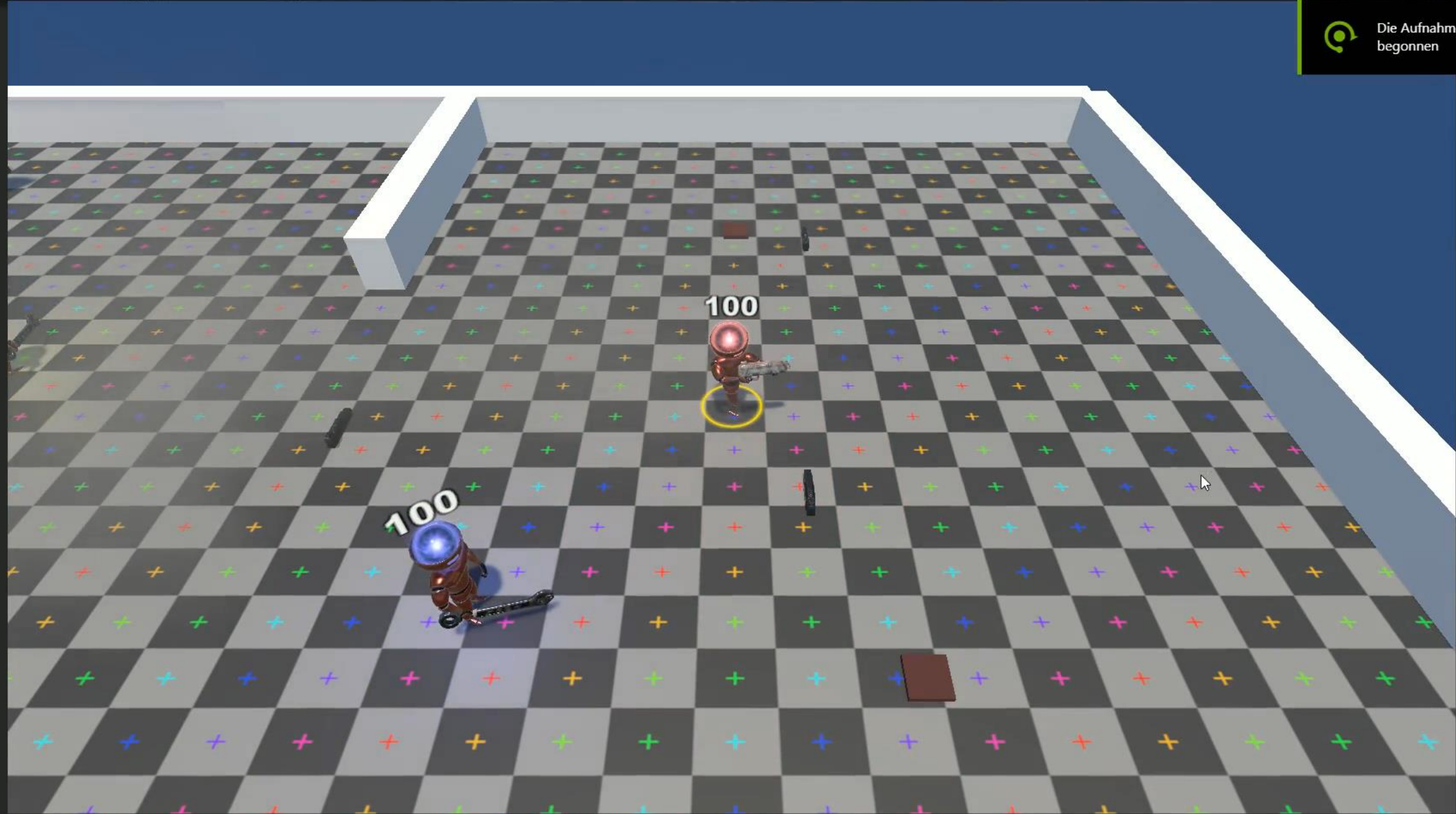
Timeline: 0:00 to 1:55



ANOTHER VIDEO

Die Aufnahme wurde begonnen

LAST VIDEO



DEVELOPMENT SCHEDULE

✓ Functional Minimum

✓ Low Target

✓ Desirable Target

~ High Target

✗ Extras

MAJOR CHANGES

- Tutorial
- No Time Limit
- No Command Ability
- Bots Types → Bot Moods

**TRAILER, YOU CAN WATCH IT
HERE: [YOUTU.BE/NLUHBQ3JJRO](https://youtu.be/nluhbq3jjro)**

ALMOST INTELLIGENT DEVELOPERS

PRESENT