

**ALMOST**

**A.I.M.**

**~~ARTIFICIALLY INTELLIGENT~~  
MACHINES**

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**COMPUTER GAMES LABORATORY SS19**

**BIG  
IDEA  
BULLSEYE**

**DYNAMIC ROBOT BOSS BATTLES**

**MULTIPLE AI BEHAVIORS**

PLASMA  
SPHERE

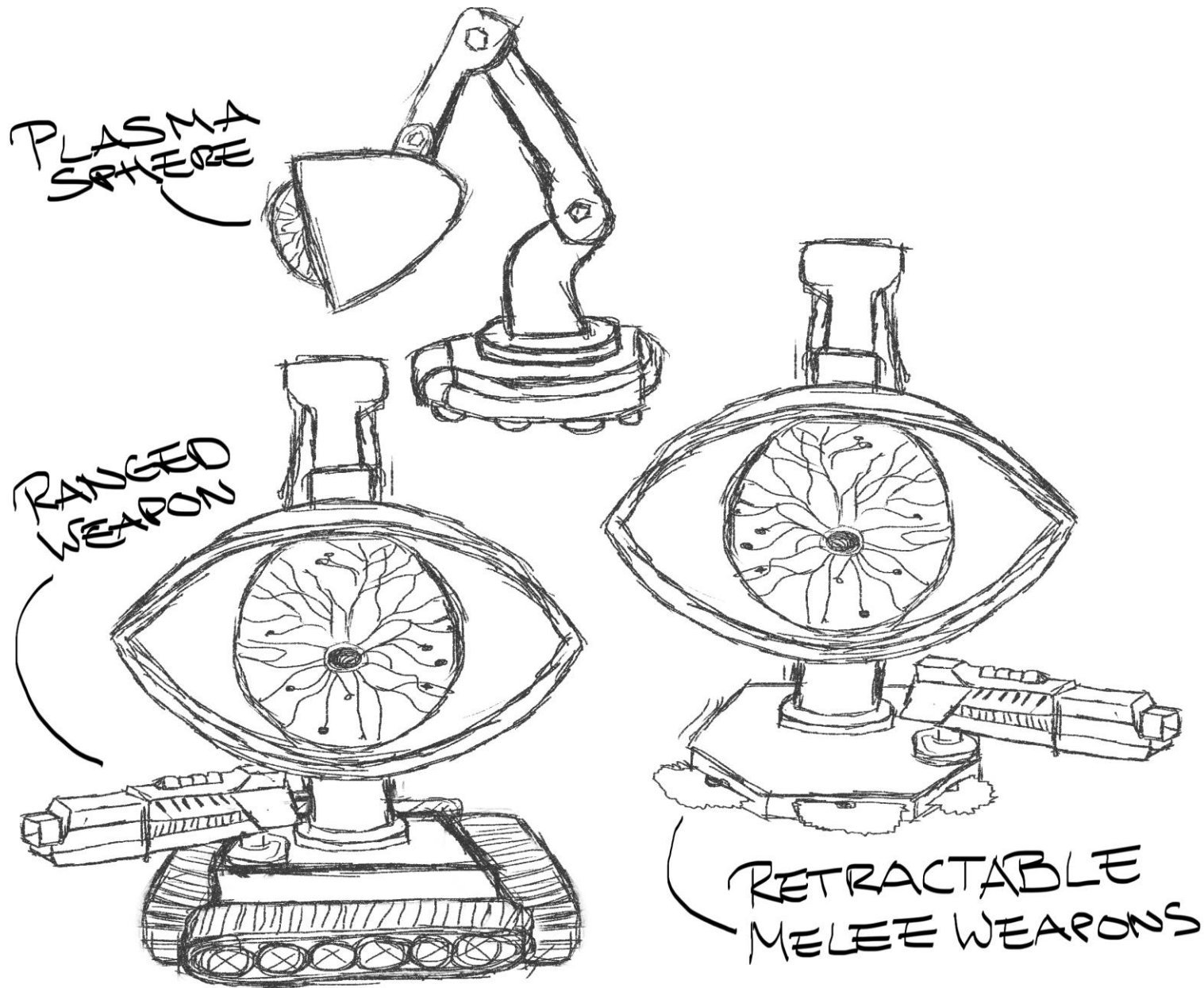
MELEE  
WEAPON



RANGED  
WEAPON

## THE A.I.M. UNITS

Standard operator of A.I.M. Corporation. The **plasma sphere** in the robot's head indicates its **current status**. Can use **melee** and **ranged** weapons if available.



## THE BOSS

Malfunctioning fabrication unit. Uses the **plasma sphere** in its eye to **take control of other units** in the area. However, the unit's eye is also its **weak spot**.





## THE ARENA

The ruined remains of an industrial building owned by A.I.M. Corporation. Guns and intact terminals for recalibrating faulty units can still be found in the area.

# FUNCTIONAL MINIMUM

- Simple ally & boss AI
- Placeholder graphics
- Basic player interaction

## LOW TARGET

- Corruption (and cleansing) mechanic of allies
- Visuals: basic 3D models, animations etc.
- Basic user interface (health bars etc.)

# DESIRED TARGET

- Different types of ally bots
- Player commands for ally bots
- Item (e.g. gun) pick-ups during fight

# HIGH TARGET

- Local multiplayer
- Additional boss
- Improve former points (e.g. higher quality models)

# EXTRAS

- Networked multiplayer
- Different boss-types
- Vertical Environment



# DIVISION OF TASKS

<b>Nikita</b>	Programmer (Ally Robot AI, User Interface)
<b>Liou</b>	Programmer (Boss AI, Player Controls)
<b>Jan</b>	Programmer (Level, Items, Commands)
<b>Konstantin</b>	Artist (Modeling, Texturing, Animation)

# TIMELINE

