

ALMOST

A.I.M.

**~~ARTIFICIALLY INTELLIGENT~~
MACHINES**

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COMPUTER GAMES LABORATORY SS19

**BIG
IDEA
BULLSEYE**

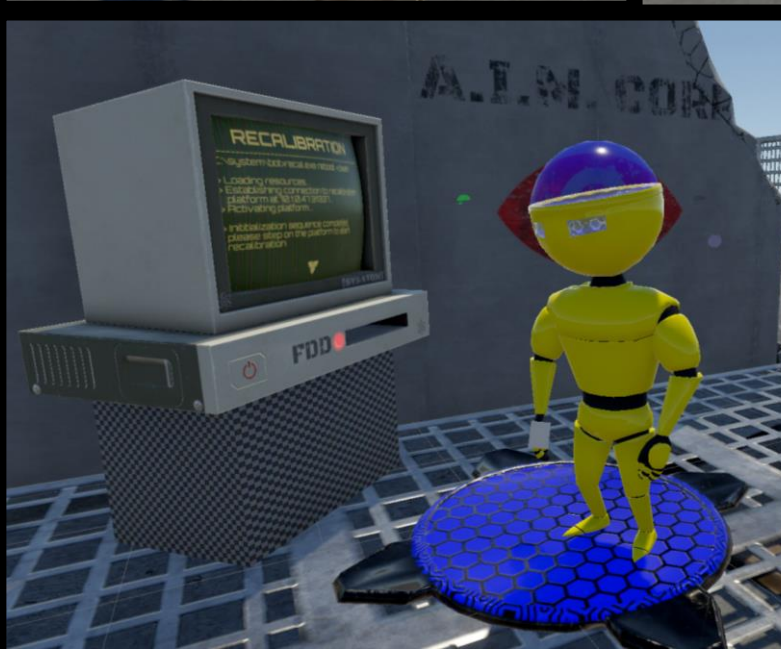
DYNAMIC ROBOT BOSS BATTLES

MULTIPLE AI BEHAVIORS

GAME PROGRESS

HAVE A GAME YET?





LAYER ANALYSIS

HOW FAR ARE WE?



FUNCTIONAL MINIMUM

- Simple environment
- Simple melee robots
- Bot selection & controlling
- Mouse and keyboard input scheme
- Static boss: does not move, attacks random robot in range
- Models: no real models yet, only polygonal shapes to indicate objects

FUNCTIONAL MINIMUM

- Simple environment
- Simple melee robots
- Bot selection & controlling
- Mouse and key board input scheme
- Stationary does not move, attacks random robot in range
- Models: no real models yet, only polygonal shapes to indicate objects

DONE

LOW TARGET

- Environment: industrial building
- bot: digging & item pickup/drop
- Items: health pack, stronger weapon
- Boss: can influence bot AI
- Recalibration Terminal to clear influence
- Restore bot health

LOW TARGET

- Environment: industrial building
- bot: digging & item pickup/corruption
- Items: health pack, stronger weapon
- Boss: can influence bot AI
- Medical Calibration Terminal to clear influence
- restore bot health

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

DESIRABLE TARGET

- Boss: big area of effect attacks
- Items: ranged weapons with a certain amount of ammunition
- Animation: resurrection animation, item spawn animation, pick up animation
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