

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 CHANGES

WHAT'S NEW?

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- PLAYER & ENVIRONMENT DETERMINE PREDEFINED BEHAVIORS OF A.I.M. UNITS
- BOSS FIGHT IN 3 STAGES (PROTECTED, STATIC, MOVING)



PROTOTYPE GOAL

VERIFYING VARIOUS BEHAVIORS
AND ACTIONS IN THE GAME WORLD

A.I.M. UNITS

DETERMINE INFORMATION FROM WORLD
PERCEPTION AND VERIFY PLANNED ACTIONS
AND BEHAVIOR TYPES/TRANSITIONS

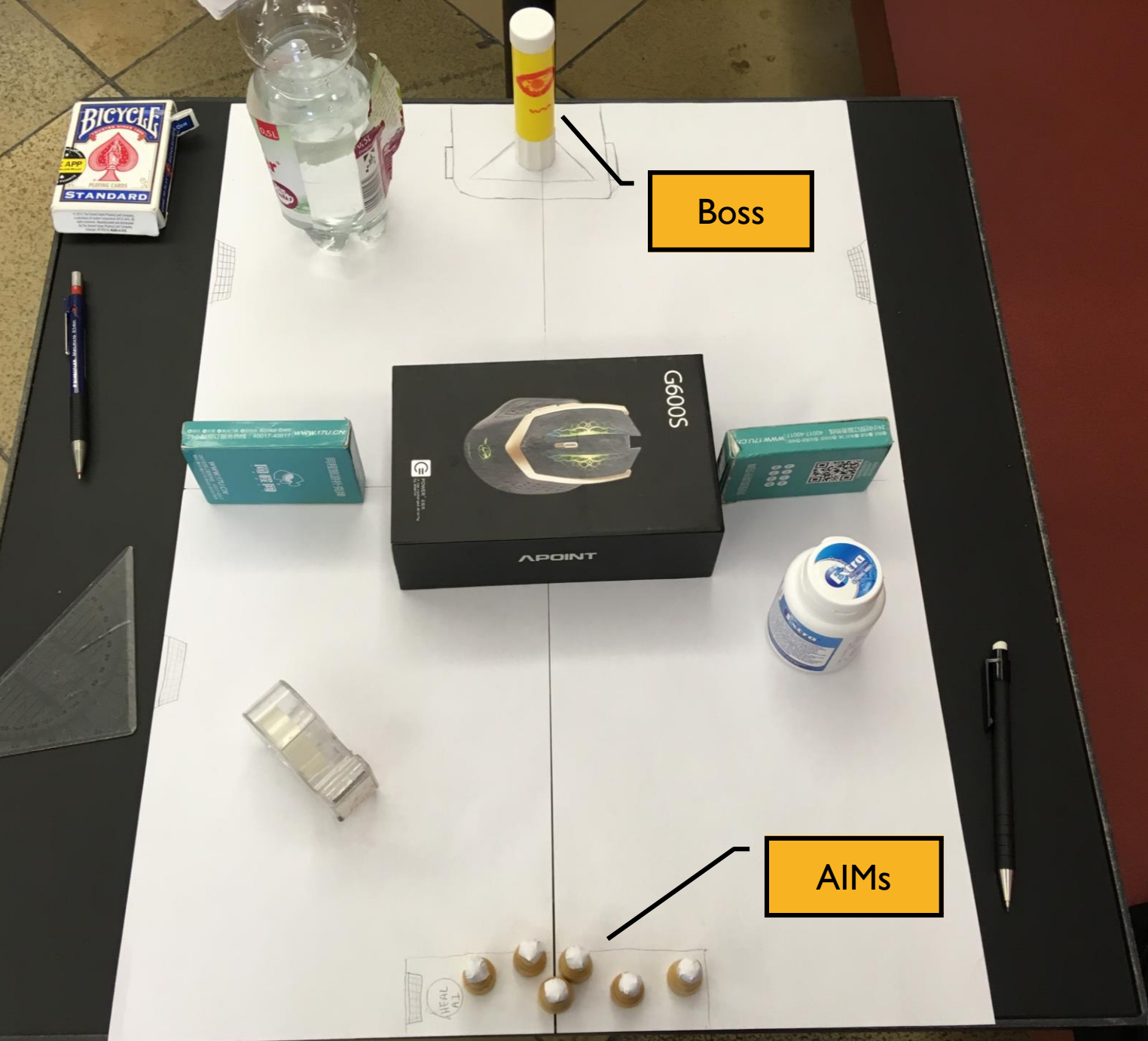
BOSS

TESTING ATTACK PATTERNS AND
MOVEMENT IN THE GAME WORLD



PROTOTYPE SNAPSHOTS

HOW THE PROTOTYPE WORKS



Boss

AIMs

INITIAL SETUP

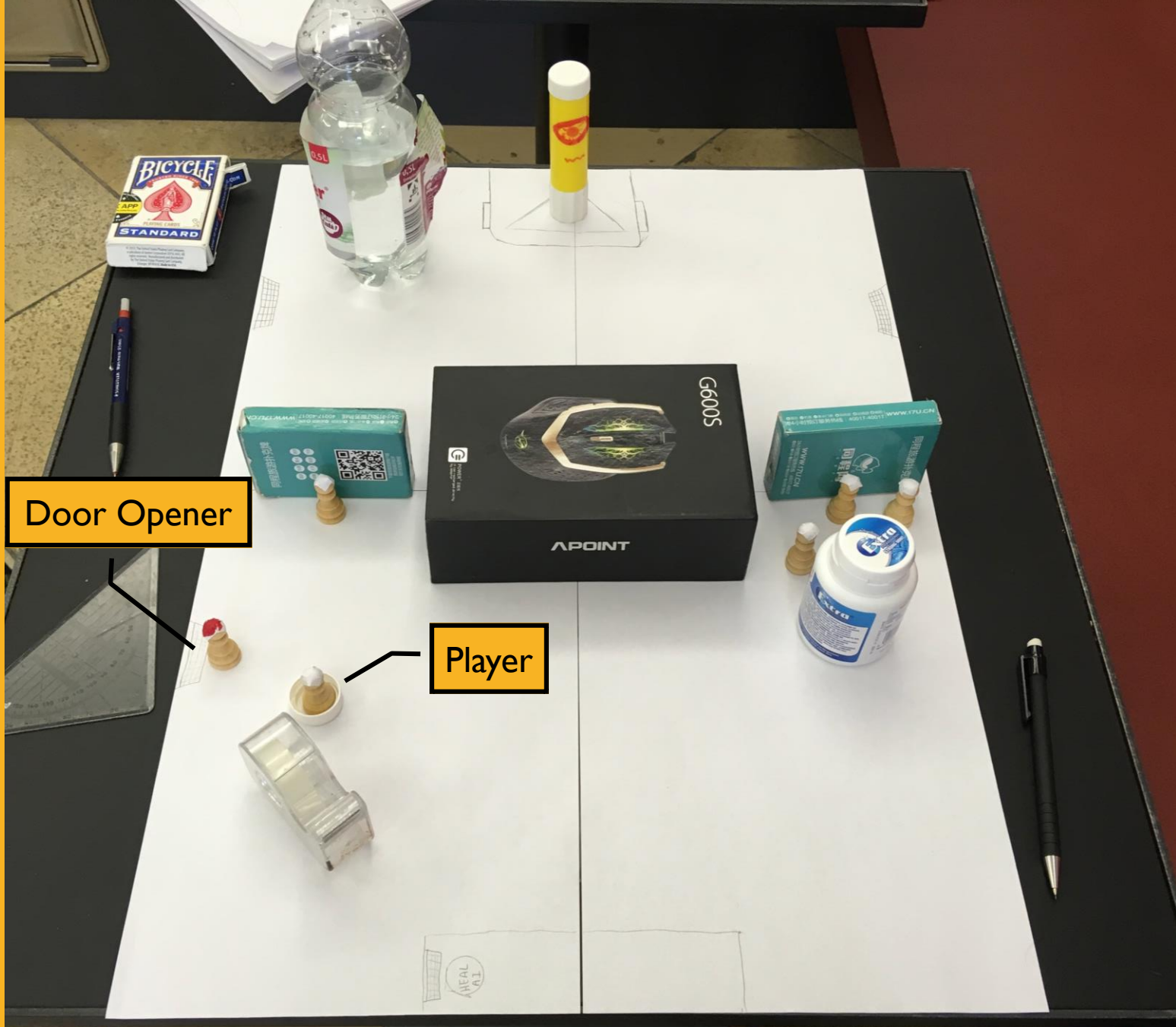
The A.I.M. Units are separated from the Boss by are barricade with two doors.

Door Opener

Player

OPEN THE DOORS

One of the A.I.M. Units tries to **open the doors** by hitting the button. The **player** takes care of AIMs that were **left behind**.





Player

Buttons to open weak spots



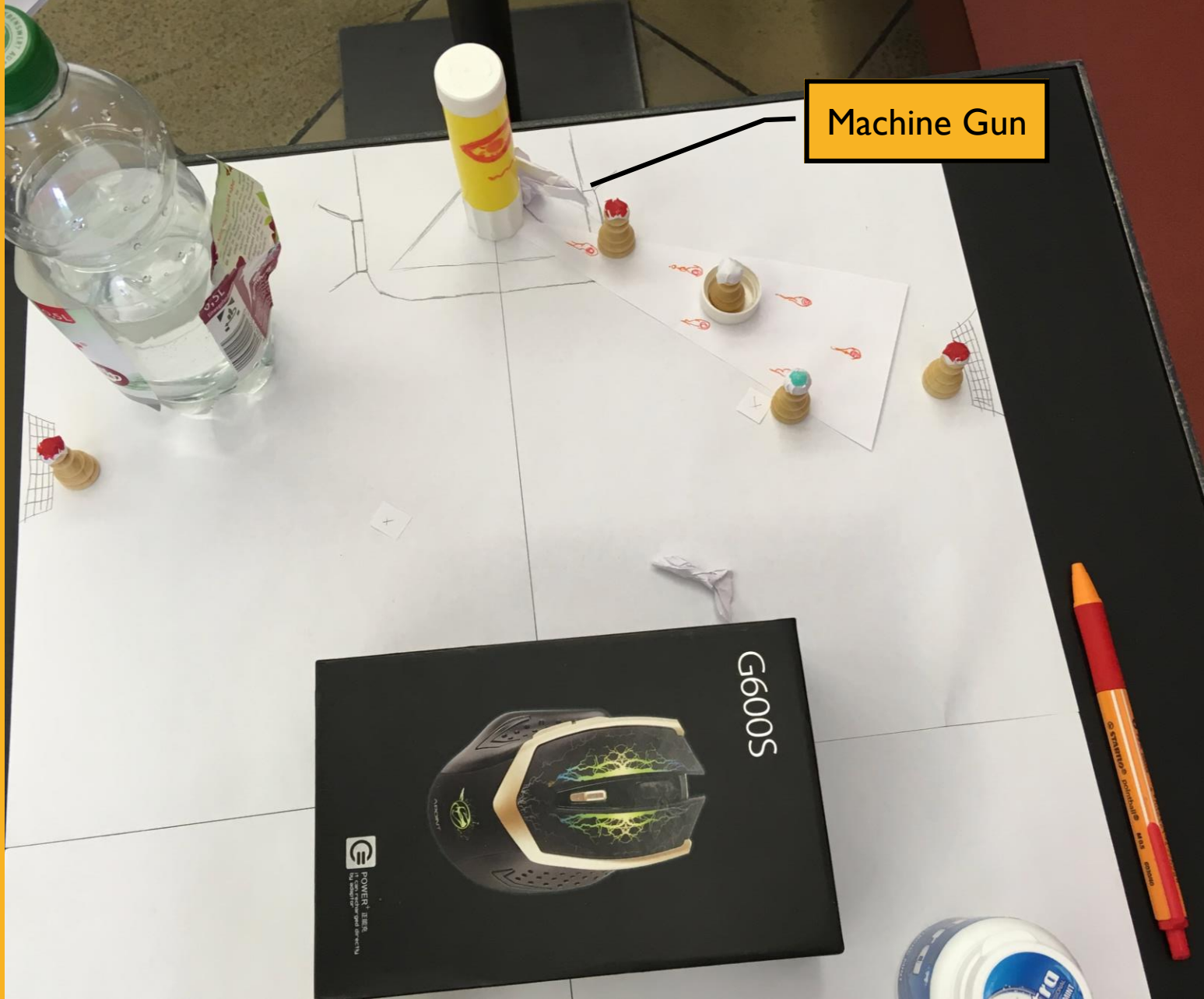
LET'S FIGHT: PHASE I

Two **AIMs** open the enemy's **weak spots** by hitting two buttons at the same time. The **player** is attacking one of the **enemy's weak spots** while being attacked by the **Boss**.

THE ENEMY STRIKES BACK

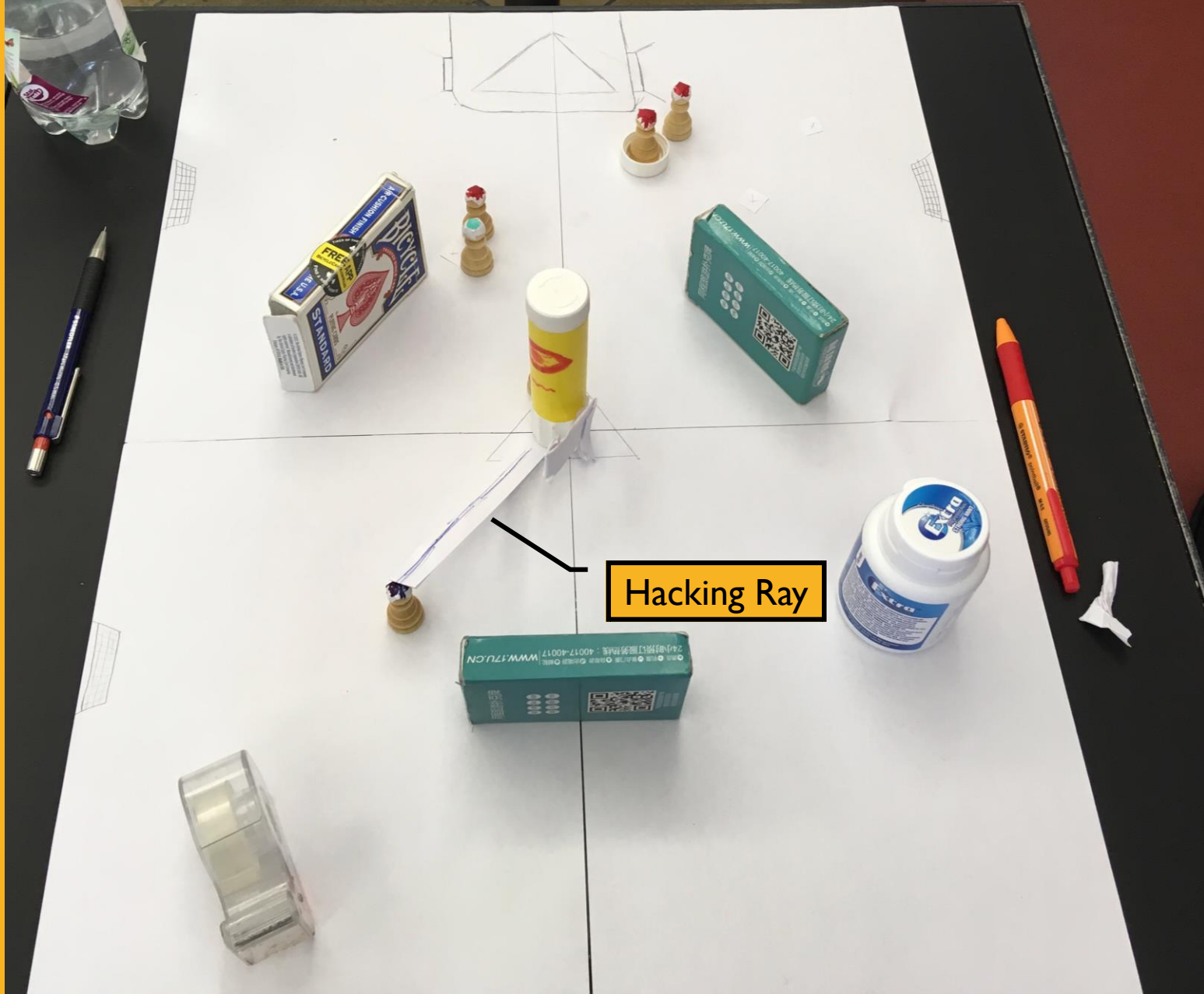
The Boss covers the area around his weak spot with machine gun fire .

Machine Gun



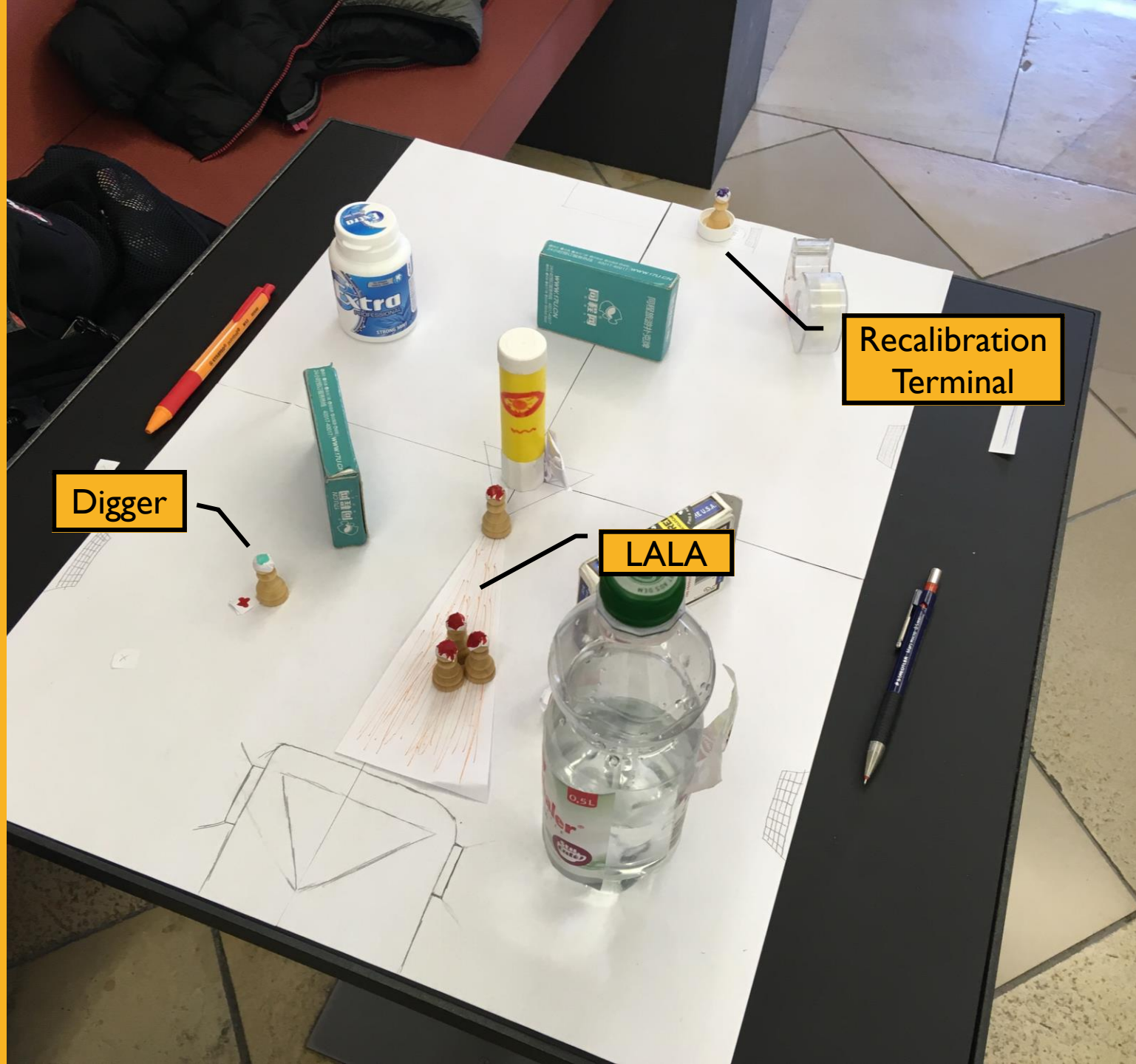
LET'S FIGHT: PHASE II

The Boss jumps to a **static position in the center**. He takes control of one A.I.M. Unit.



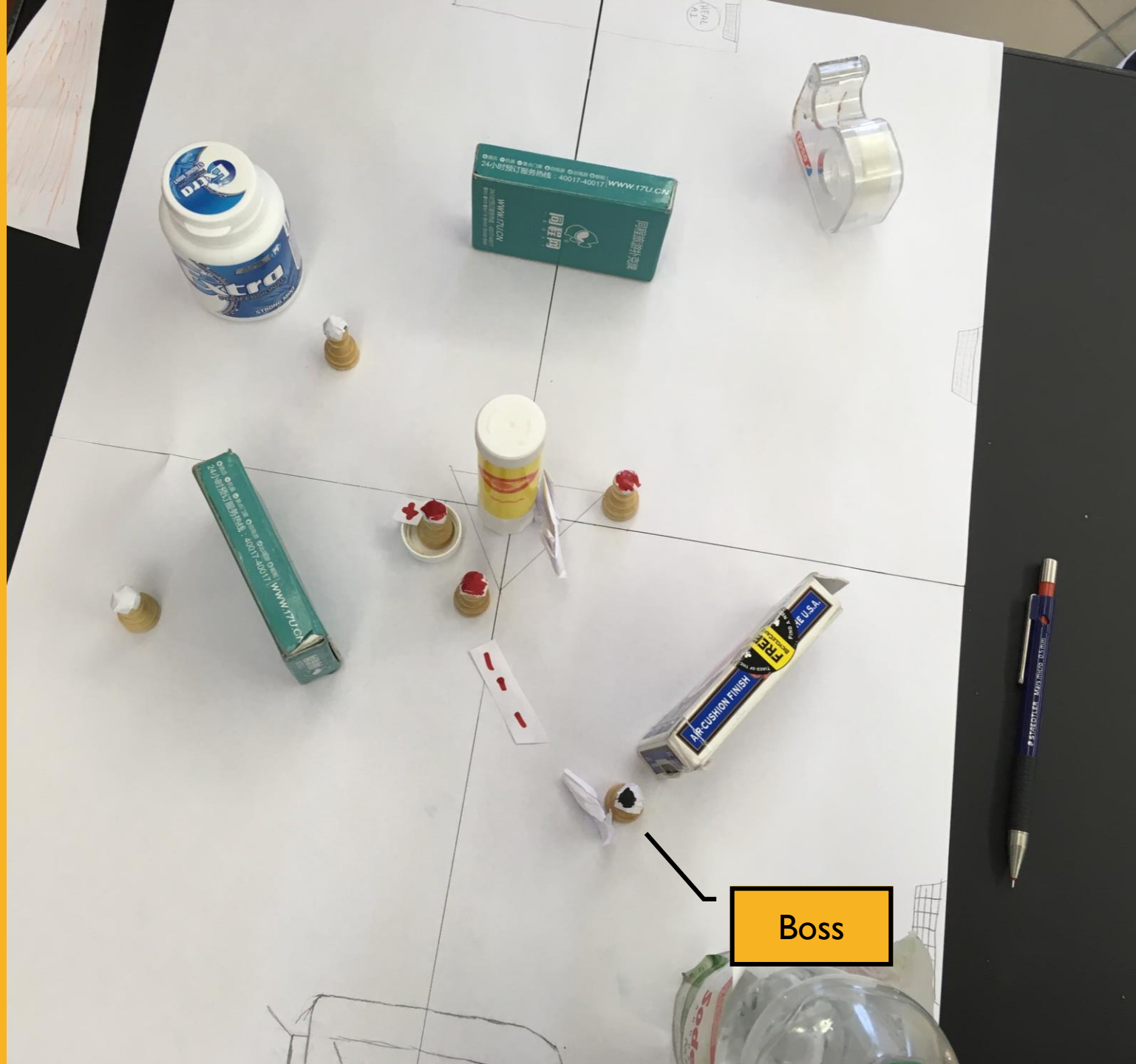
RECALIBRATION, LALA, DIGGING

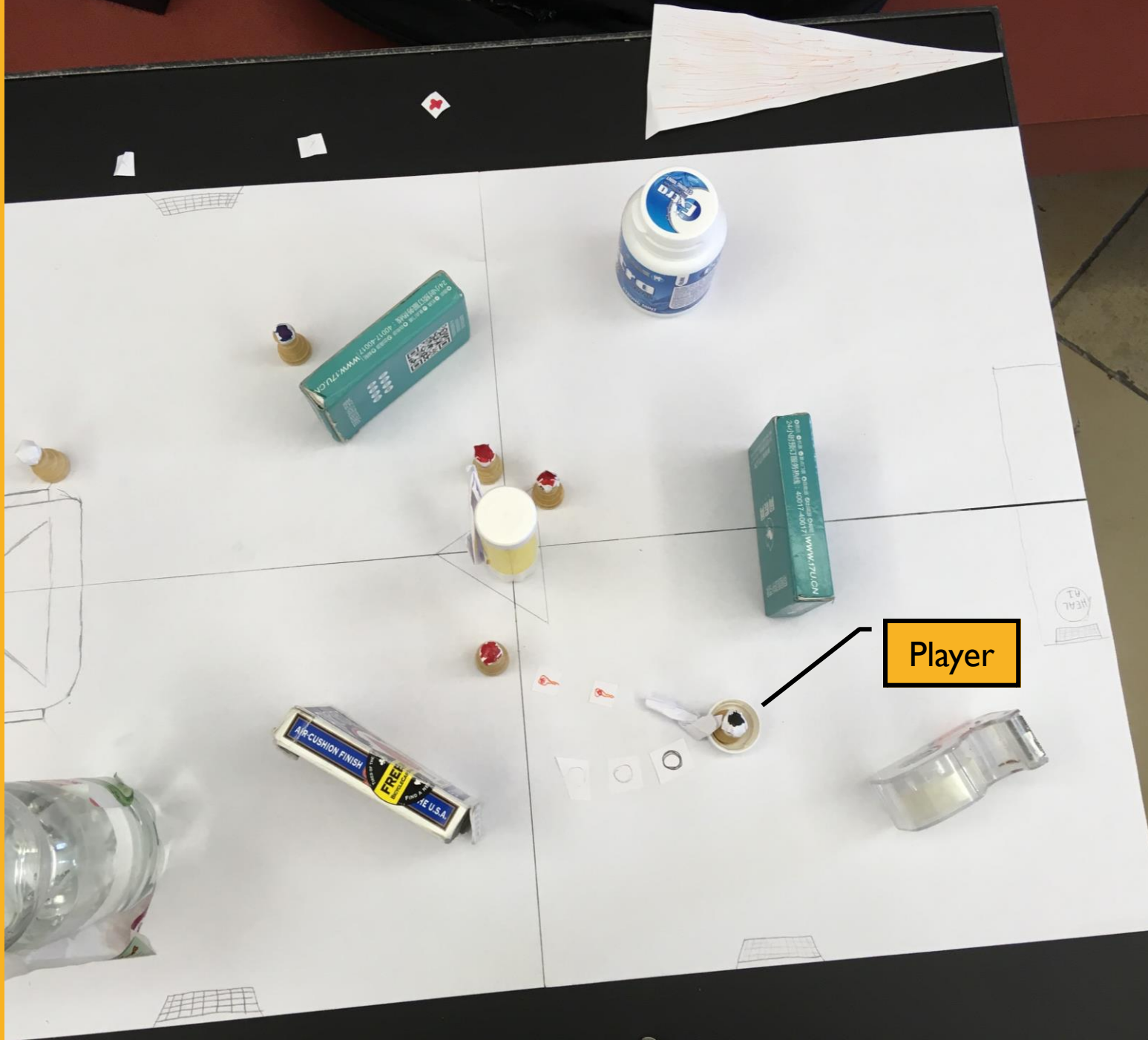
The player takes the hacked AIM to the **recalibration terminal**. Meanwhile the Boss launches his **Large Area Laser Attack (LALA)**, and an AIM dug up an item.



FRIENDLY FIRE

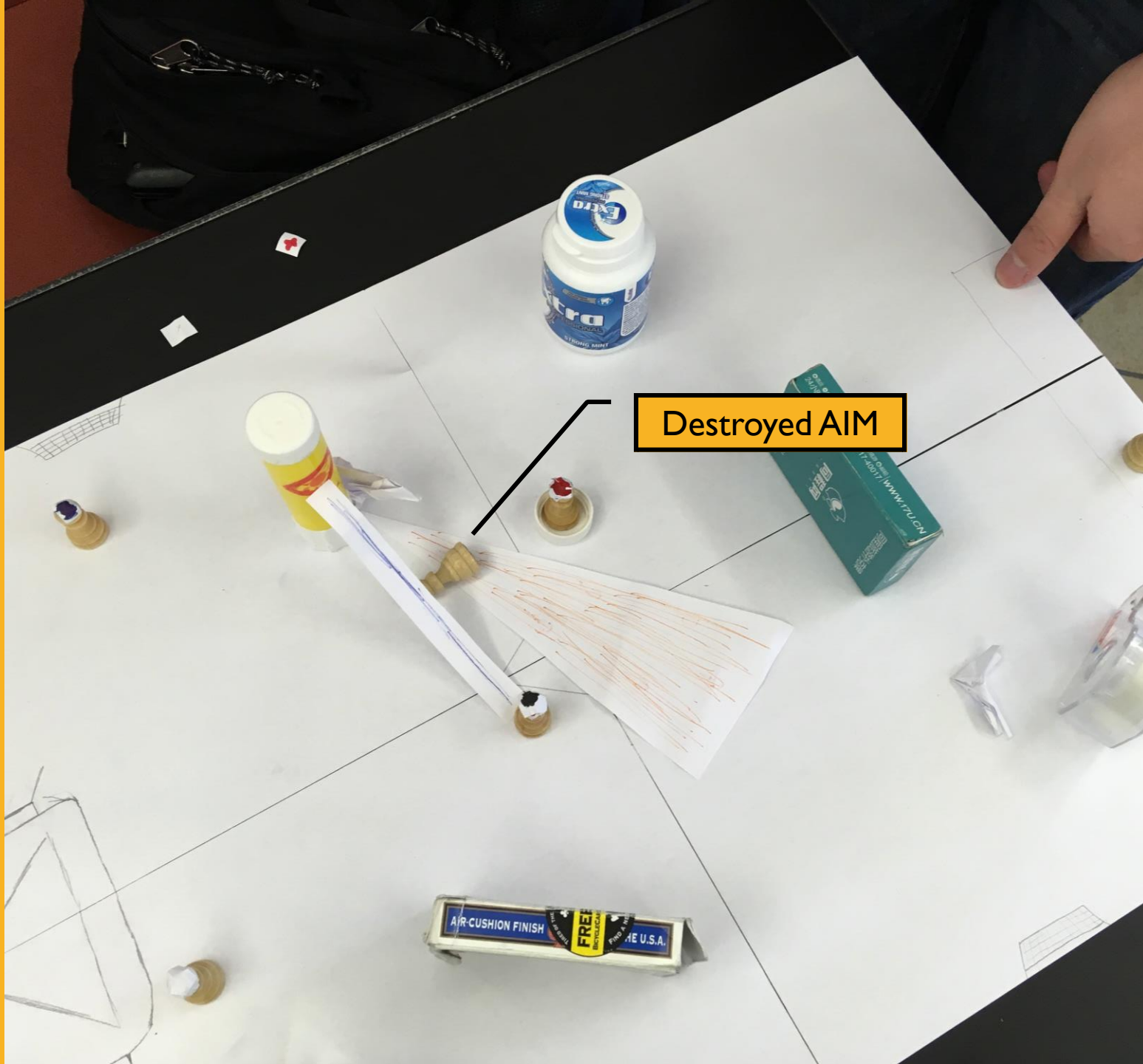
A hacked A.I.M. Unit shoots its own team mates.





PARTIAL CONTROL

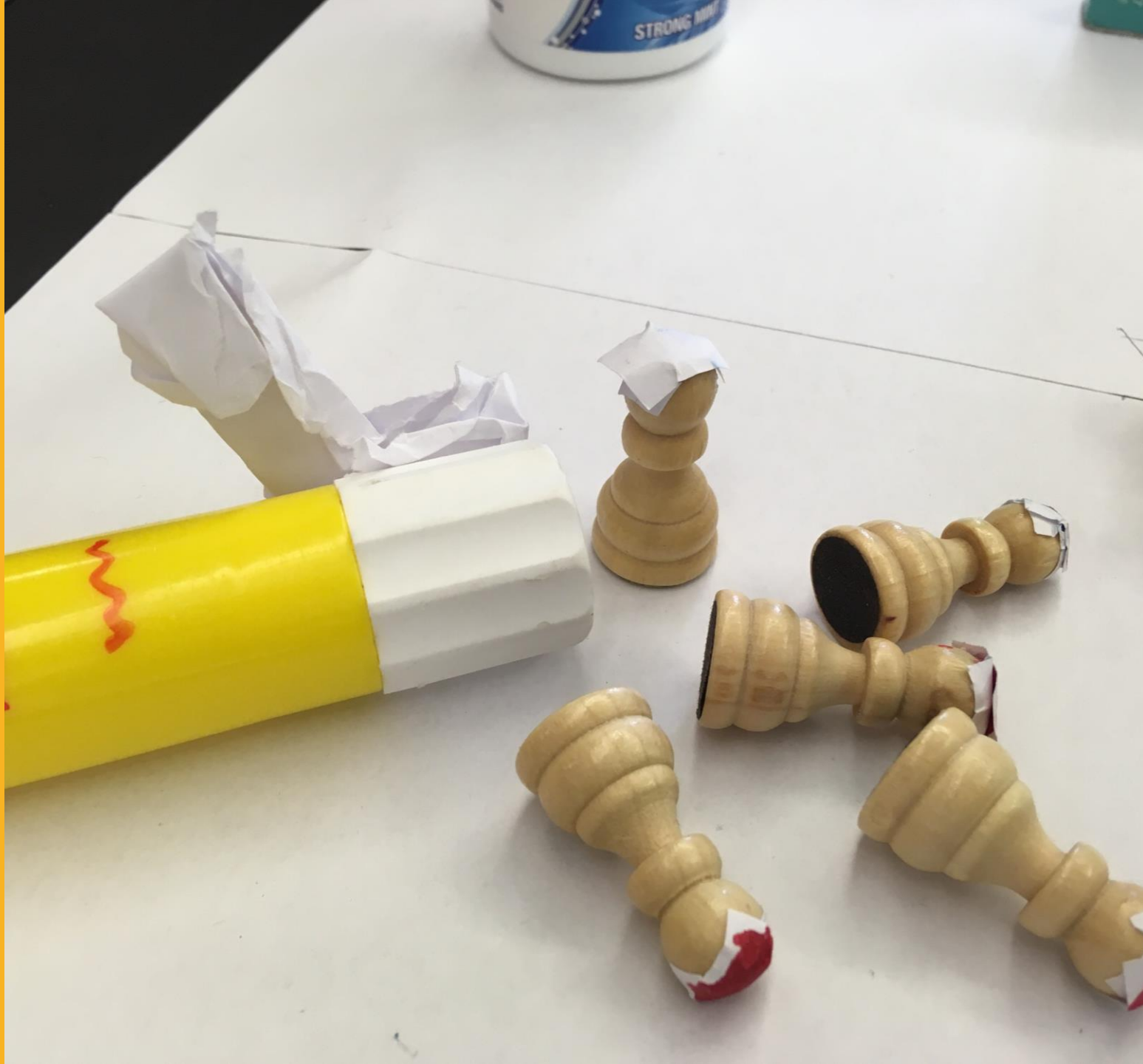
The Player tries to take care of the situation, but the **hacked A.I.M. Unit** is still **partially controlled by the boss**.



Destroyed AIM

LET'S FIGHT: PHASE III

The Boss now starts to move around the arena by and launches more heavy attacks.



VICTORY

The player **won the battle** with one surviving A.I.M. Unit.



PROTOTYPE EXPERIENCE

WHAT WE'VE LEARNED

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EASE THE EARLY GAME AND
CAREFULLY BALANCE FRIENDLY FIRE

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