Agenda

• GOALS AND OBJECTIVES
• Vision (Environment)
• Vision (Models)
• Interface
• Player
• Animation
• Sound
• Interactivity
• Effects
GOALS AND OBJECTIVES

• Create a Robot game.
• Use a multiple user Networking technique.
• Used multi-user virtual environments (NetVE) which have:
  • Common state and space
  • Common presence
  • Common time
  • Communication-Avatar
  • Interaction with others and with the environment.
Vision (Environment)
Vision (models):

- Player
- 2 vehicle
- 1 turret
- 3 structures
- Laser_tower
- Health Kit
Interface

Input:
- Player Name Field
- Quit Room Button
- Quit Application Button

Output:
- Indicator Health
- Instructions.

Right Arrow: Right
Left Arrow: Left
Up Arrow: Forward
Space: Jump
Left Ctrl: Fire
Health

- Has an indicator of health
- Decreases if leaser beame hit the player.
- Increases if the player hit the health kit.
Player

- Third Person Controller.
- It’s a Robot.
- No guns, just a laser beam emits from the player’s eyes
- His eyes are a weapon.
Animation

- players
  - idle, Run, Jump, attack..etc
- Doors:
  - Open, Close
- Fans: (*)
  - turn on/Off
- Health Kit: (*)
  - move around
- Laser_tower (*)
  - Up, down, turn left, turn right

* Play Automatically
Sound

- Laser sound
- Attack sound
- Open door sound
- Close door sound
- Ambient_music sound
- Hit health kit sound
- Laser tower sound (up, down, left, right)
Interactivity

- I used several triggered events in the environment, for example:
  - Hitting the player to lose some health.
  - Open/ close the door.
  - Getting some health by catching the health kit
  - Laser tower goes up/down (autoplay)
Effects

- Muzzle Flash
- Unit_Selection
Demo