

Infection Prototype 4

Sprint Review

Agenda

- Sprint Plan
- Sprint Results
- Concepts
- Playtest Feedback
- Next Sprint

Sprint Plan

Sprint Plan

GOALS

- Answer the following questions:
 - Infection Issue: Is 1v7 fun?
 - Sound Vision Issue: Is shooting in the dark fun?
 - Game State Issue: What the hell is going on?
 - The Art Issue: Are we happy with the visuals?

DELIVERABLES

- New map
- Alien attack refactor and add integrity system
- Art HUD overhaul
- Add custom animations and swap to unreal pawn
- Character concepts

Sprint Plan

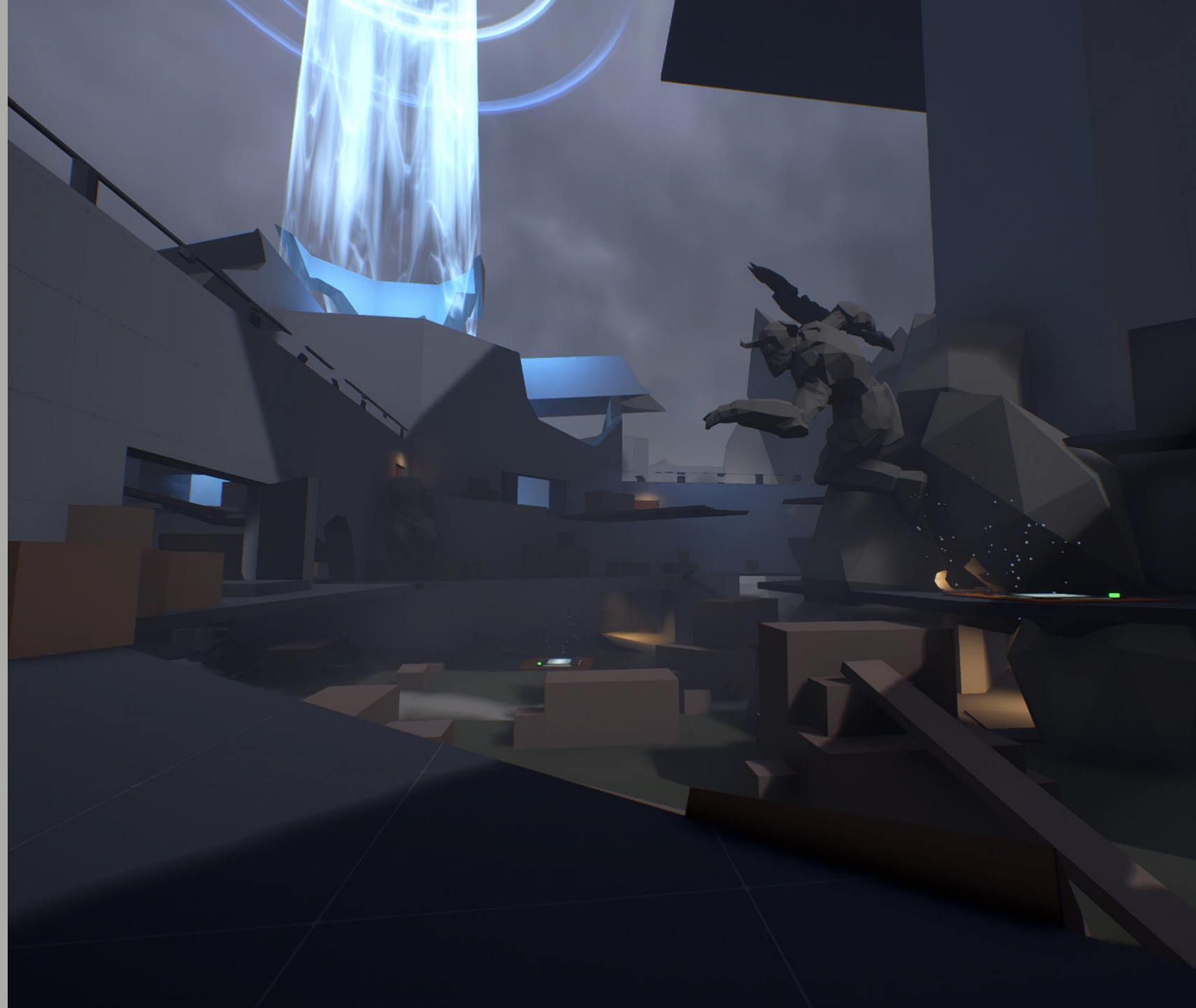
CONSTRAINTS

- 3 Week Sprint
- 5 Engineers, 1 Designer, 8 Artists

Sprint Results

New Map!

- Test gameplay mechanics in an open space with looping flowpaths, many escapes, and verticality
- Larger potential scale than previous map
- Built quickly with BSP
- Texturing, effects, props, lighting added by art/design, all in a blockout state
- Basic conveyance elements, colors, leading lines, lighting, hero pieces



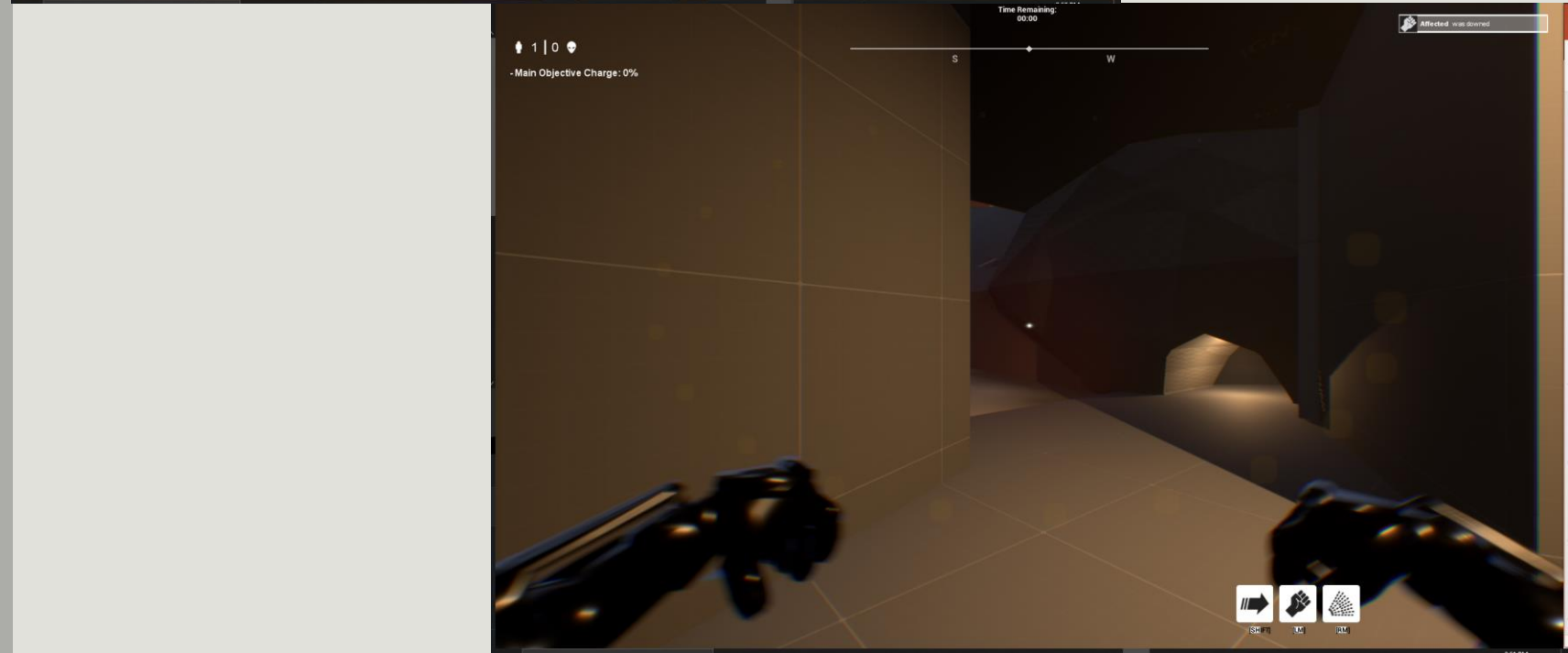
Animations

- Swapped to Unreal Guy
- 3rd p human anims
- 1st and 3rd p Alien punch anims
- Blending based on state/direction



HUD

- Removed programmer art (almost all)
- Focused on readability, layout, conveyance
- Creation of generic assets for use on later projects as well



Concepting Direction

- Selected Spectral board as a direction
- Liked the Space/Magic/Religious Cross
- Fired imaginations the most
- Represents a departure from where we were headed with fungal/alien theme

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Player Interaction Refactor

- Humans have three armor
- Aliens punch to take down an armor
- After shields are gone, humans slowly transition, or transition on next hit
- Humans breadcrumb and footprint values adjusted
- Humans can see their sound radius
- Increased size of alien spray



The Chase

- Focused on skill-based precision of movement
- Air control
- Alien abilities moved to cooldowns
- Humans abilities manage resources
- Changed loudness of landing sound events
- Added and removed teleporters
- Added jump pads
- Added geometry for human escapes



The Post-game

- Match states reset



Concepts

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Playtest Feedback

Playtest Feedback

Is 1v7 fun? (the team-switching problem)

- Sometimes
- More fun for the astronaut, but larger group had less fun
- We think that's because of the Alien playability

Is shooting in the dark fun? (the sound vision problem)

- Sometimes
- People didn't like not being able to actively participate in their stealth
- Aliens didn't like how difficult it was to find/hit things they couldn't see

What the Hell is Going On? (the game state problem)

- People generally knew the stakes, but did not know where the Center Tower was, and where some keypads were

Next Sprint

Next Sprint

- Accept the more movement based direction, but provide a more active stealth
- Refactor the map (Focus paths, pair down south side)
- Focus on secondary loops (More things to do)
- Provide moments for cooperative teamwork (risk/reward)
- Play Pandemic Express, and Death Garden, and Dead Realm