

---

## **SMACK! YO MAMA STUDIOS**

### **MEETING 2:**

**STORYBOARD PRESENTATION, "HELLO WORLD"**

**FEBRUARY 7TH, 2008**



**Location:** LETC

**Time:** 6-9pm

### **Company Creation:**

- The company name was slightly altered and a company logo was created by Austin and Geoff which can now be found on all materials. The new name is "SMACK! Yo Mama Studios".
- Austin purchased the domain name. The address is SYMstudios.net.
- Short biographies were collected from each member for posting on the website.

### **Game Engine Development:**

- Geoff contacted Torque concerning licensing the game engine at a discount rate. While Torque was unable to provide us with a student discount, they suggested using the demo version of the software on their site which is fully functional, but does not allow access to the source code of the engine.
- We will therefore continue to use Torque, as it appears to be the most polished and professional game engine of the engines we've researched.

### **Storyboard Presentation:**

- The rules and storyboard of the game were further developed by the team. The name of the game was also tentatively chosen as Tubular! A brief outline of the game that will be used for the storyboard is as follows:

In Tubular!, you will pilot a futuristic hover-plane through the treacherous tunnels avoiding obstacles and bullets fired by enemies. The hover-plane is allowed to travel up all sides of the tunnel, and at a certain angle, the camera will rotate and re-center the ship on the bottom of the screen. The primary weapon of the craft will be dual lasers fired from the wings. This weapon will be available at the start of the level and has unlimited ammunition. There will also be power-ups dispersed throughout the level including alternate weapons and shields. The weapons will be limited number of shots and will be fired with an alternate button. The object

of the game is to complete the level. To do this, the pilot will need quick reflexes to avoid the fast moving objects and bullets. Objects include scraps of industrial refuse and the enemies will include mounted laser turrets and possibly mechanical creatures. Eventually the pilot will encounter turns and splits in which he is free to decide the course to take. At the end of the level, the pilot must face off with an enemy ship, after which the level is complete.

- Sketches were drawn to illustrate several key aspects of the game
- The description and sketches were combined by Austin into a single PDF entitled "Storyboard Presentation.PDF"

### **Hello World Demonstration:**

- Both John and Jason created "Hello World" engine demos in Torque. Between the two demos, the following was accomplished:
- A plane-like vehicle complete with textures was imported into the Torque Game Engine. A hover vehicle type was created with rudimentary hovercraft physics. A tunnel created in blender by Austin was also imported into Torque, however the textures did not import. (This was later discovered to be the fact that Torque can only import textures created using image files, not textures created using blender tools such as bump mapping, specular mapping, etc.). The collisions, while present, were not correct as they could be overcome with great momentum. We were also able to fire a Torque demo rocket at a simple AI roaming waypoints.

### **Next Meeting:**

Location: LETC

February 10<sup>th</sup> 2008

Time: 6pm

### **Topics:**

Further game rules development.

Dividing work and assigning tasks.