
SMACK! YO MAMA STUDIOS

MEETING 3:

**FURTHER GAME DEVELOPMENT, PROJECT BREAKDOWN
FEBRUARY 10TH, 2008**



Location: LETC

Time: 6-8pm

Game Points:

Several game points were clarified/and or revised:

- The ship and camera rotate continuously around the tunnel. The camera does not rotate at a pre-defined threshold as before.
- The tunnel is completely cylindrical, with no irregularities.
- The ship continuously travels forward without player input.
- A variable damage system will be implemented.
- A HUD containing lives and other information will be implemented.
- Some objects (barrels, boxes, etc.) can cause minor damage to the ship if struck, but can be destroyed by a single hit by the ship's weapons.
- Some objects (yellow and black striped caution barriers) are immovable and destroy the ship if hit. They are unaffected by weapons.
- Different enemies have different weapons with varying strength.

Project Breakdown (in no particular order):

- 1. Figure out how to export models as DTS with textures and import them correctly into Torque
- 2. Add collisions to the tunnel
- 3. Enable ship to move along all sides of the tunnel
- 4. Determine the control scheme
- 5. Integrate Wiimote controls into Tubular!
- 6. Tweak camera to fluidly follow the ship while moving without clipping
- 7. Determine sound effects needed for the ship
- 8. Implement ship sound effects
- 9. Determine particle effects needed for the ship
- 10. Implement ship particle effects
- 11. Implement targeting ability with Wiimote
- 12. Add obstacles to the tunnel

- 13. Add collision with obstacles including correct physics
- 14. Add enemies to Tubular!
- 15. Implement AI for enemies
- 16. Add ability for enemies to shoot
- 17. Add ability for enemies to move
- 18. Implement ship moving by itself (without the user pressing forward)
- 19. Implement damage system for ship
- 20. Add ability for ship to explode and respawn
- 21. Add initial game sequence
- 22. Add finish line
- 23. Add heads up display
- 24. Model final enemies for game with textures
- 25. Model final obstacles for game with textures
- 26. Model final ship for game with textures
- 27. Model final tunnel for game with textures
- 28. Create new graphics for main menu
- 29. Add splash screen
- 30. Create final particle effects
- 31. Create final sound effects
- 32. Add ability to pick up power ups
- 33. Add new weapon types
- 34. Create final power up art
- 35. Add sound effects for enemies
- 36. Add animations for ship (if needed)
- 37. Add animations for enemies (if needed)
- 38. Add damage system for enemies
- 39. Add ability for enemies to explode / die
- 40. Implement background music
- 41. Finalize full game design
- 42. Allow time for tweaking variables to achieve optimum “funativity”

Next Meeting:

Location: LETC

February 12th 2008

Time: 6pm

Topics:

Creating a hover-plane with correct physics and tunnel with collisions.