

Hippotastic!

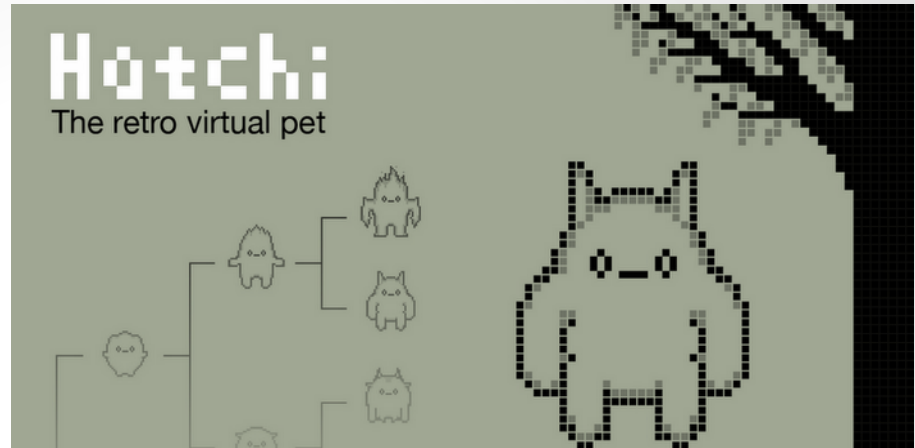


Hippo Simulator 1.0

Overview

Hippotastic is a “Virtual Pet” game. Upon creating a new game, the player will receive their virtual hippo pet. The player will then spend the rest of the game nurturing and interacting with their hippo by participating in minigames that reward the player with points to support their pet.

Similar Games



Code Structure

1. Character Customization

- a. Player begins with the default hippopotamus pet.
- b. Player can change the color of their pet model by earning points and purchasing a new color
 - i. Three different color options
 - a. blue, camo, pink
 - ii. The pets happiness will increase to 100% when the player purchases a new color for them



Code Structure

2. Pet Interaction Lobby

a. **Description:** the game will begin in the “Lobby Game State”, where UI buttons appear allowing the player to interact with their pet. Here the player can access minigames, save their game, purchase food or purchase model colors. The player will return here when loading the game, or completing a minigame.

b. UI Elements

1. **Pet Interaction Buttons:** allow the player to perform an action on the pet which should respond with the corresponding animation or sound
 - a. “Pet”, “Feed”, "Accessories"
2. **MiniGame Accessor:** when clicked, the player is taken to the minigame state of the game they chose.
 - a. rock paper scissors, card game, matching game

Code Structure

3. MiniGames

- a. **Description:** These are short, trivial games that the player can complete to earn prizes. These prizes can be accumulated over time to purchase new colors for their pet as well as food to nurture them.
- b. **Player Progression:**
 - i. Enter game, participate depending on gametype
 - ii. Win:
 - 1. Prize amount awarded depending on gametype
 - 2. Returned to Lobby Game State or play again
 - iii. Loss:
 - 1. No negative consequence (the casual nature of pet games)
 - 2. No prize awarded
 - 3. Returned to Lobby Game State or play again

Challenges

1. .FBX Animation

- a. XNA 4.0 did not support multiple animations on an .FBX file before the "XNA 4.0 Refresh" update for Windows Phone 7.1

2. Rendering bugs in XNA

- a. SpriteBatch resets some variables and we had to manually reset them after every call
- b. BasicEffect didn't render transparent UV textures correctly, used AlphaTestEffect instead.

Contributions

Hippo Model and Animations

-Anthony Neace

Interface and Environment

-Alex Johnson

Minigames and Scoring System

-Hillary Shiner

▼ Pose Tools

Transform:

Translate

Rotate

Scale

In-Between:

Push Relax

Breakdowner

Pose:

Copy Paste

Add To Library

Keyframes:

Insert Remove

Motion Paths:

Calculate Paths

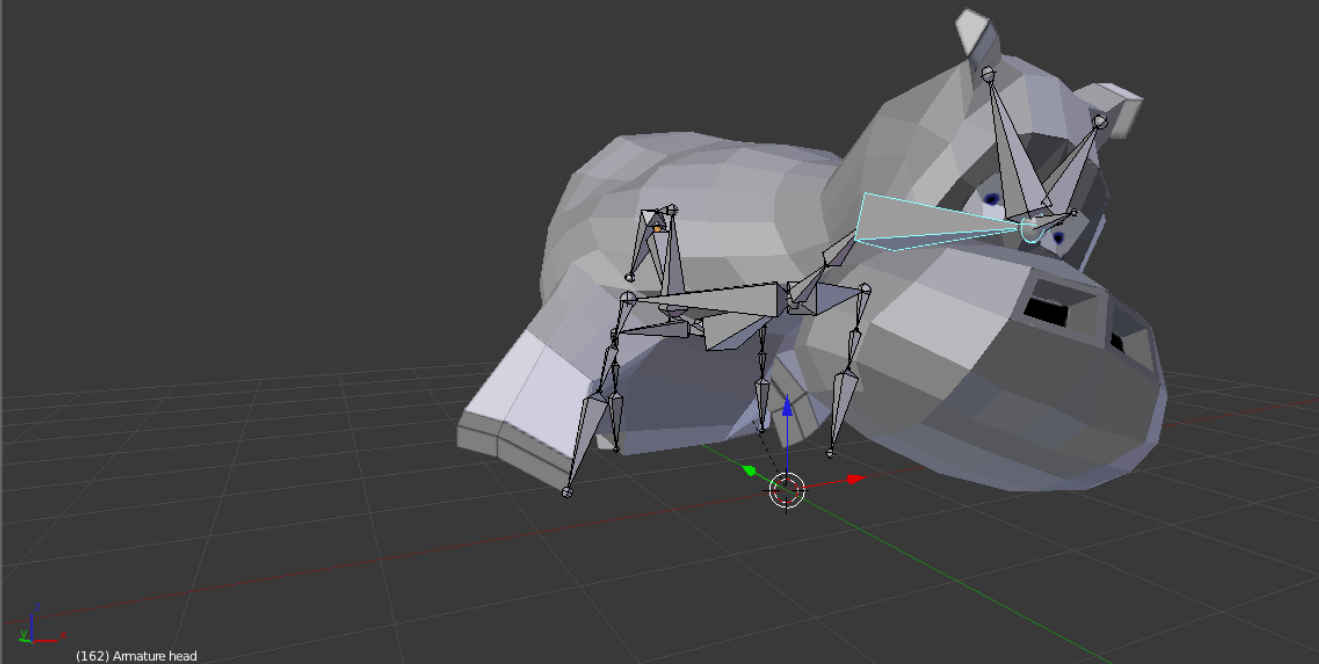
Clear Paths

Repeat:

Repeat Last

History...

fps: 24



(162) Armature head

▼ Transform

Location:

X: -0.000321

Y: -0.03231

Z: 0.17832

Rotation:

W: 0.999

X: -0.04613

Y: 0.000504

Z: 0.000008

Quaternion (WXYZ)

Scale:

X: 1.000

Y: 1.000

Z: 1.000

▼ Grease Pencil

New

New Layer

Delete Frame

Convert

▼ View

Lens: 35.000

Lock to Object:



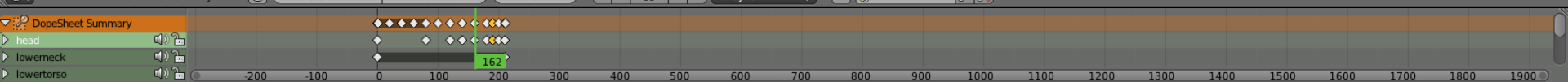
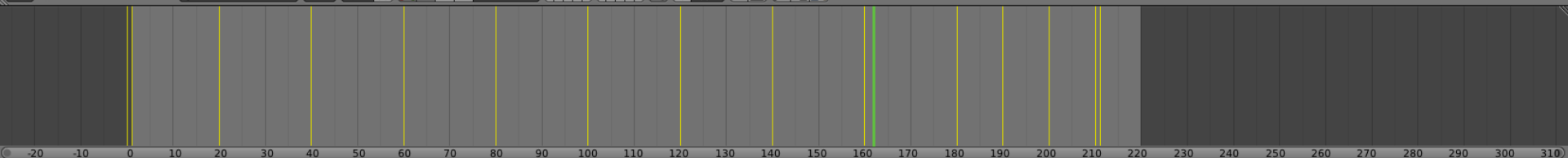
Lock to Cursor

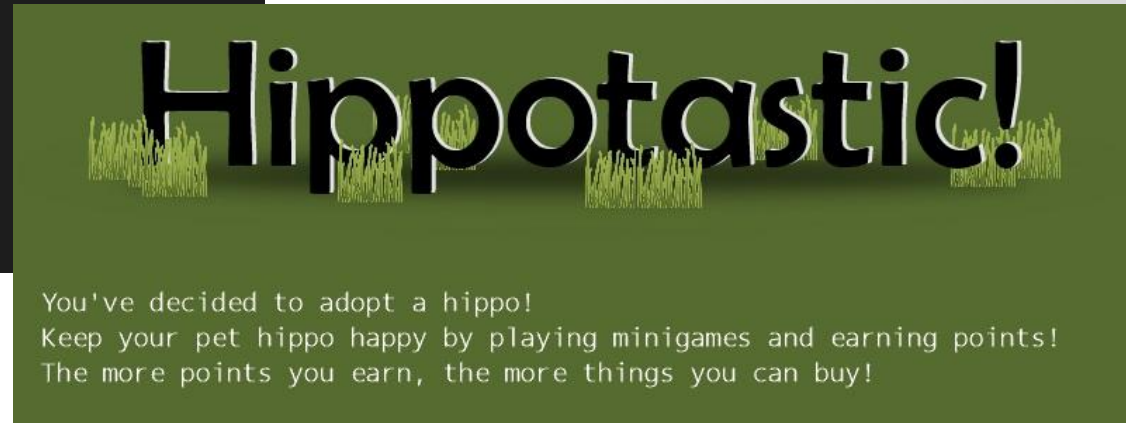
Lock Camera to View

Clip:

Start: 0.100

End: 1000.000





- Intro Screen
- Instructions
- Home/Lobby

Mini Games

