

Cell Explorer

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workday summary

What we did on 27/11/2015

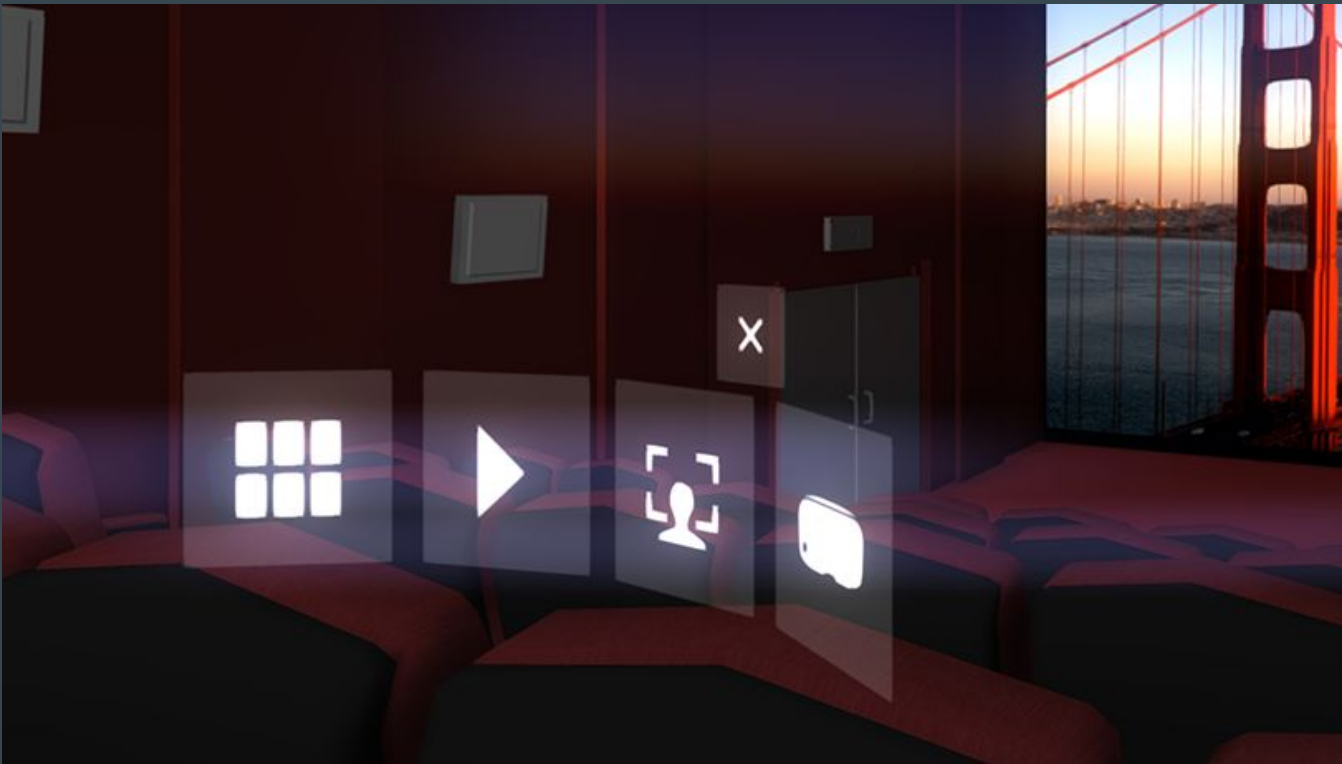
Here's a non-comprehensive list of what was achieved with Eloi:

- Tested and improved basic control ergonomics
- Determined game goal and basic functionalities
- Worked on UI and spaceship design
- Defined work tasks to improve game graphics

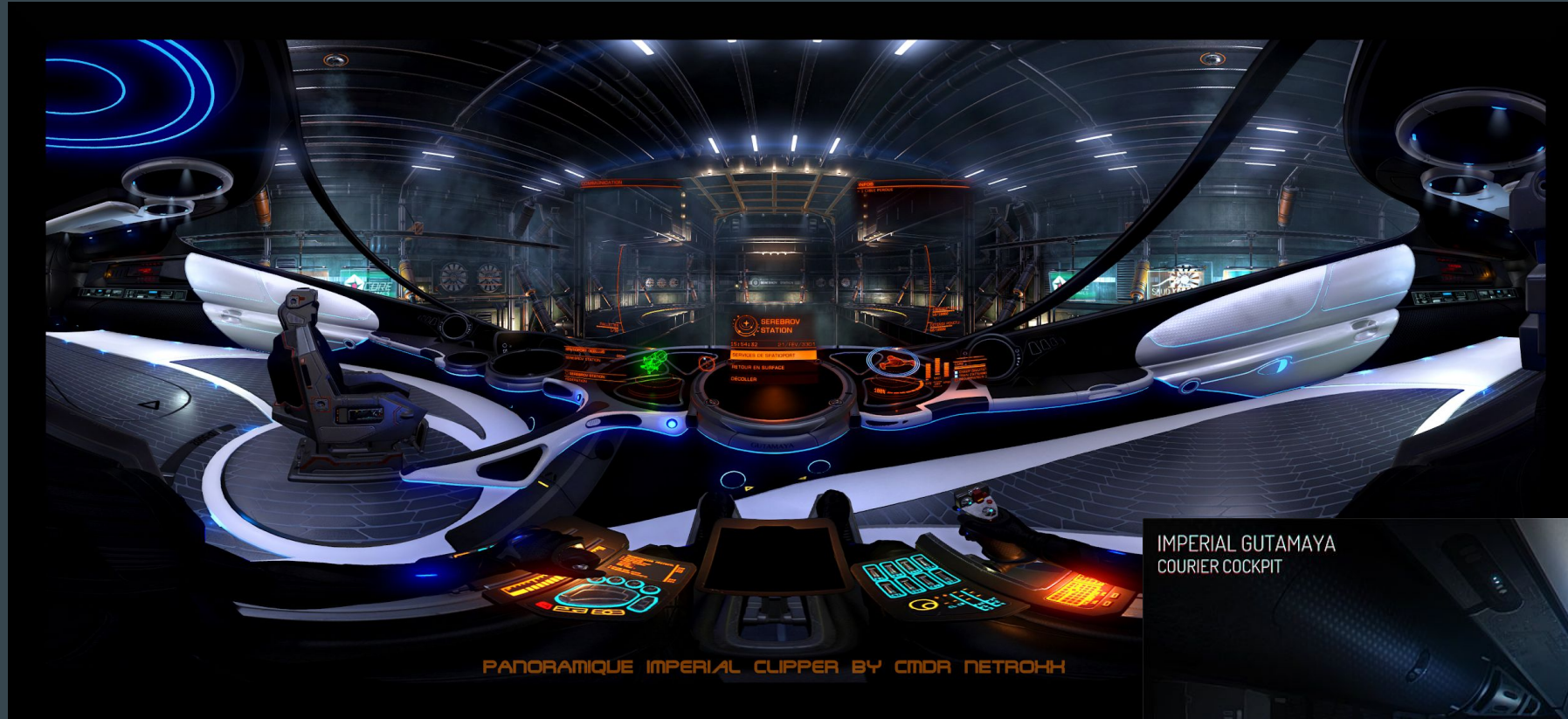
Main upcoming tasks

- fix rotation and navigation when looking to the back
- Improve acceleration feeling
- Add game goals and “collection” tracking
- Integrate sound (background, ship, UI)
- Integrate good graphics (fog, external scene bounds, etc.)
- Warning

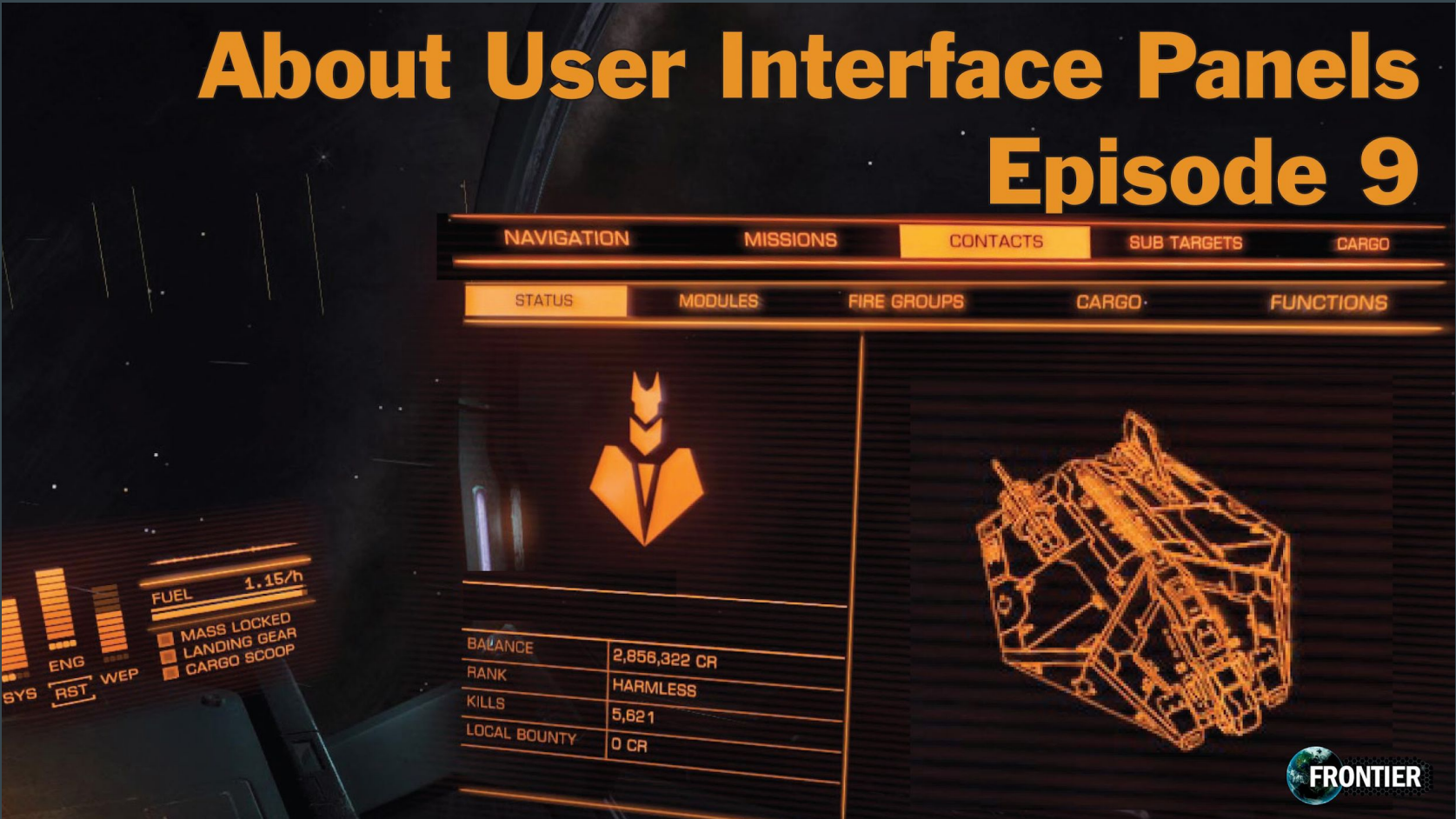
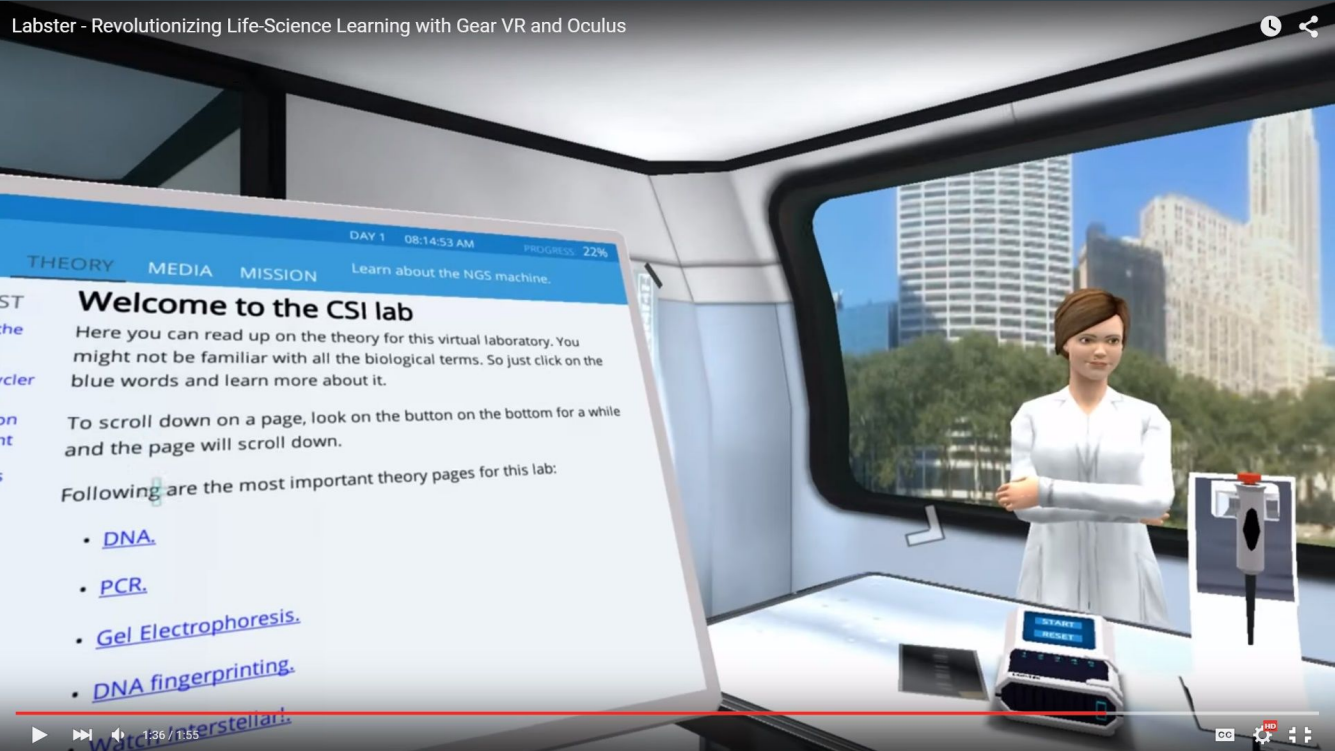
Spaceship references



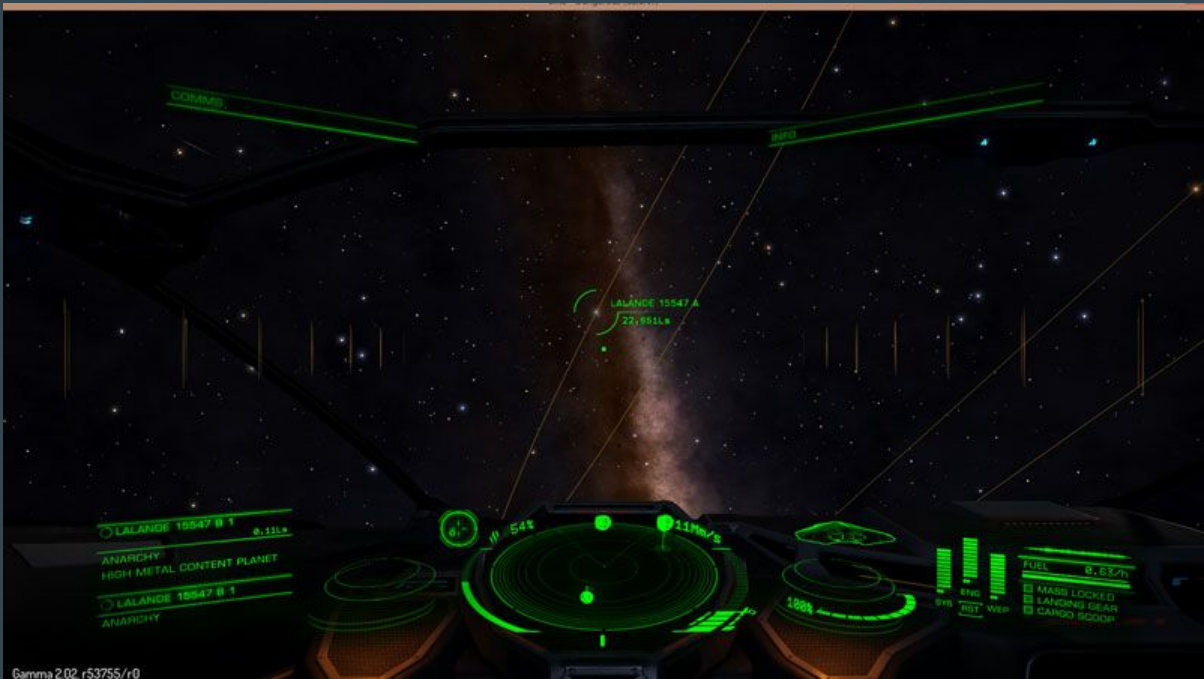
Cockpit materials



UI References



UI Style: color



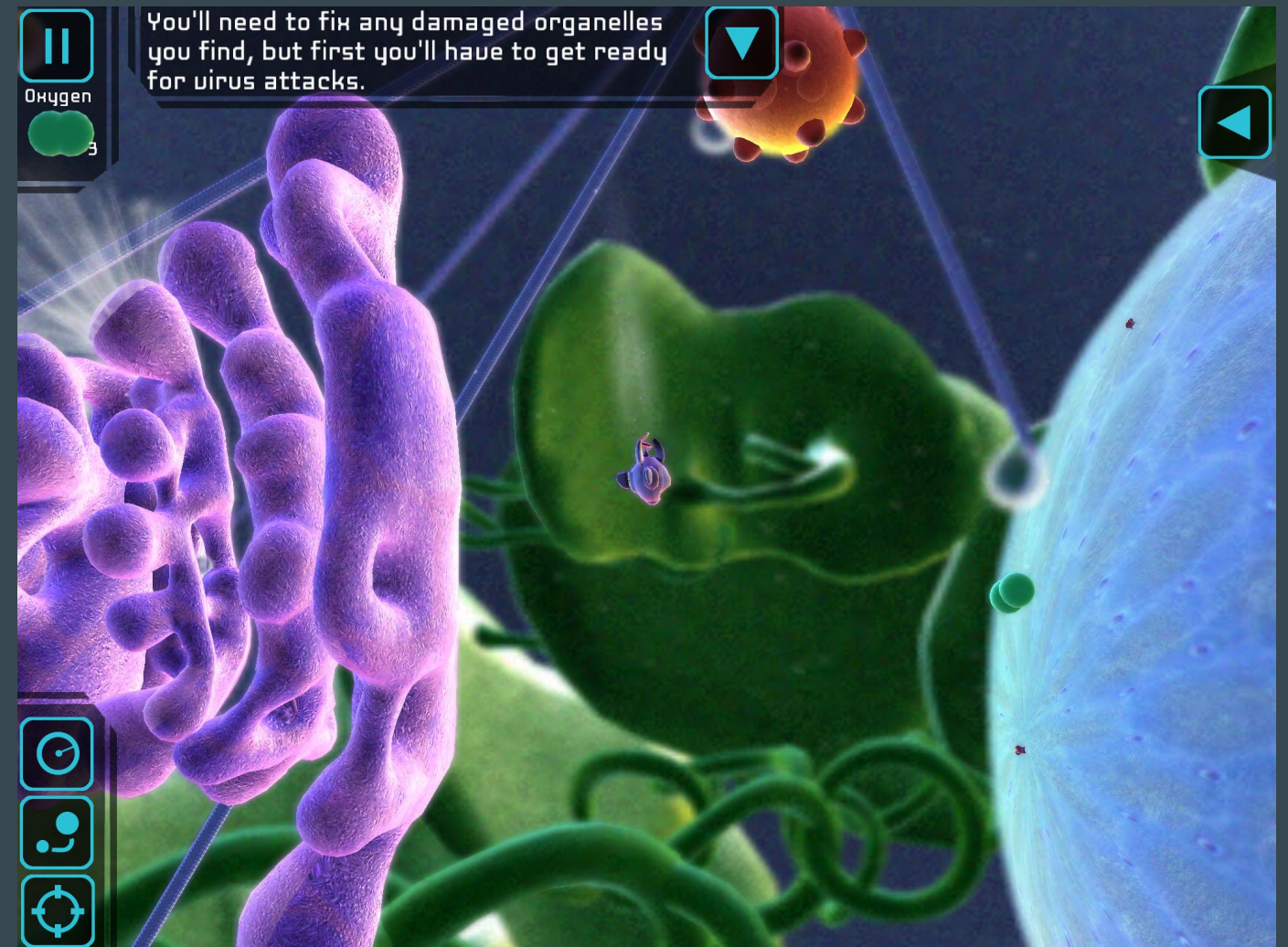
Organic reference

Golgi

similar to the
Portal 2 gel



Cell internals. Picture: Sim Cell



Cell Explorer

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Basic game flow

research mode

golgi

current area
golgi

Mission:
locate target

species 1

species 1

species 1

navigation mode

golgi



current area
golgi

Mission:
locate target



species 1

species 1

species 1

research mode



current area
golgi

Target located
5844.5nm



species 1



species 1



species 1

research mode



current area
golgi

scanning...



species 1

species 1

species 1

research mode



current area
golgi

Target scanned!



species 1



species 1



species 1