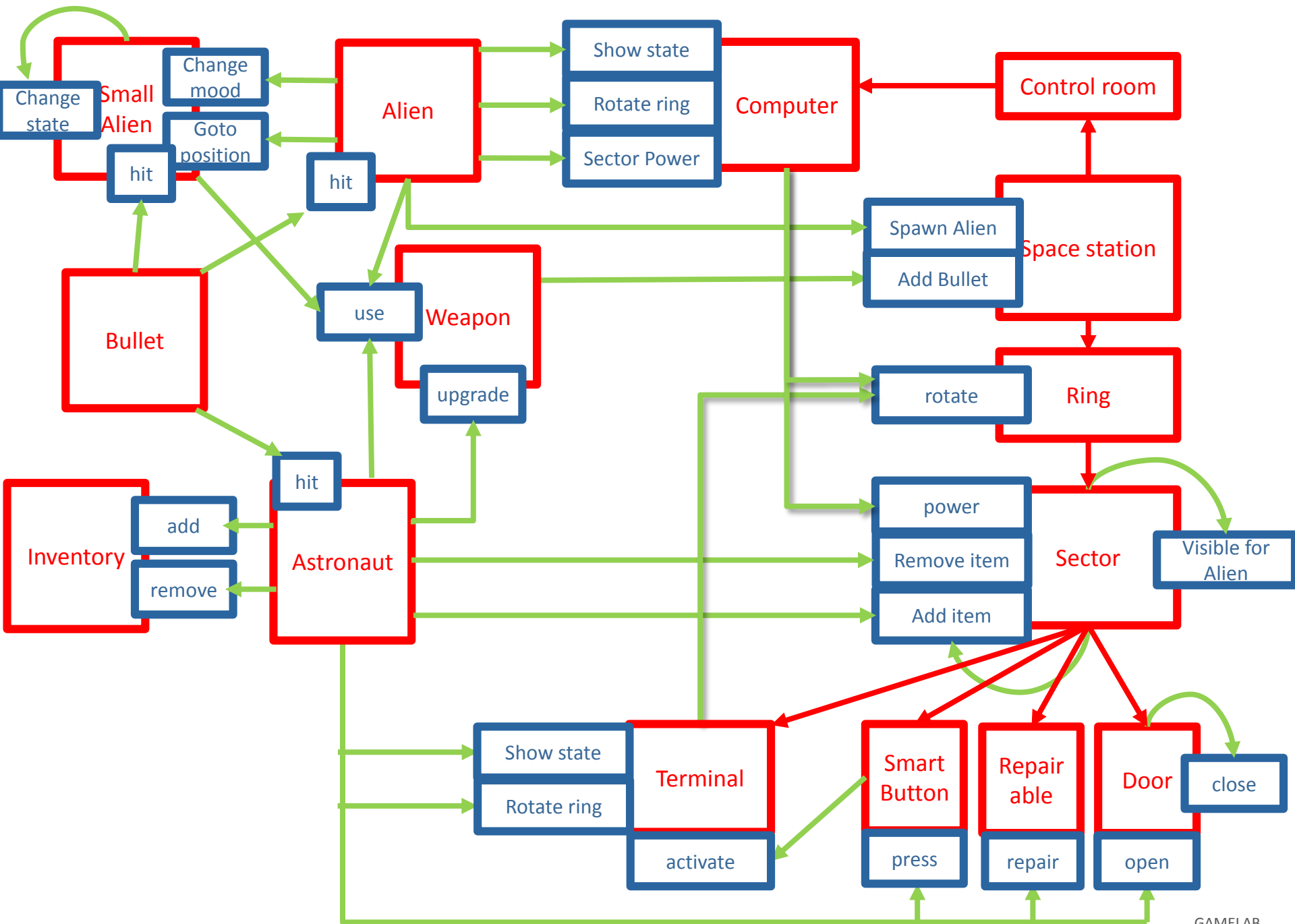


GameLab

PROF. DR. KLAUS HINRICHS, DIMITAR VALKOV, ALEXANDER GIESLER
SOMMERSEMESTER 2014

System



Terminal Example

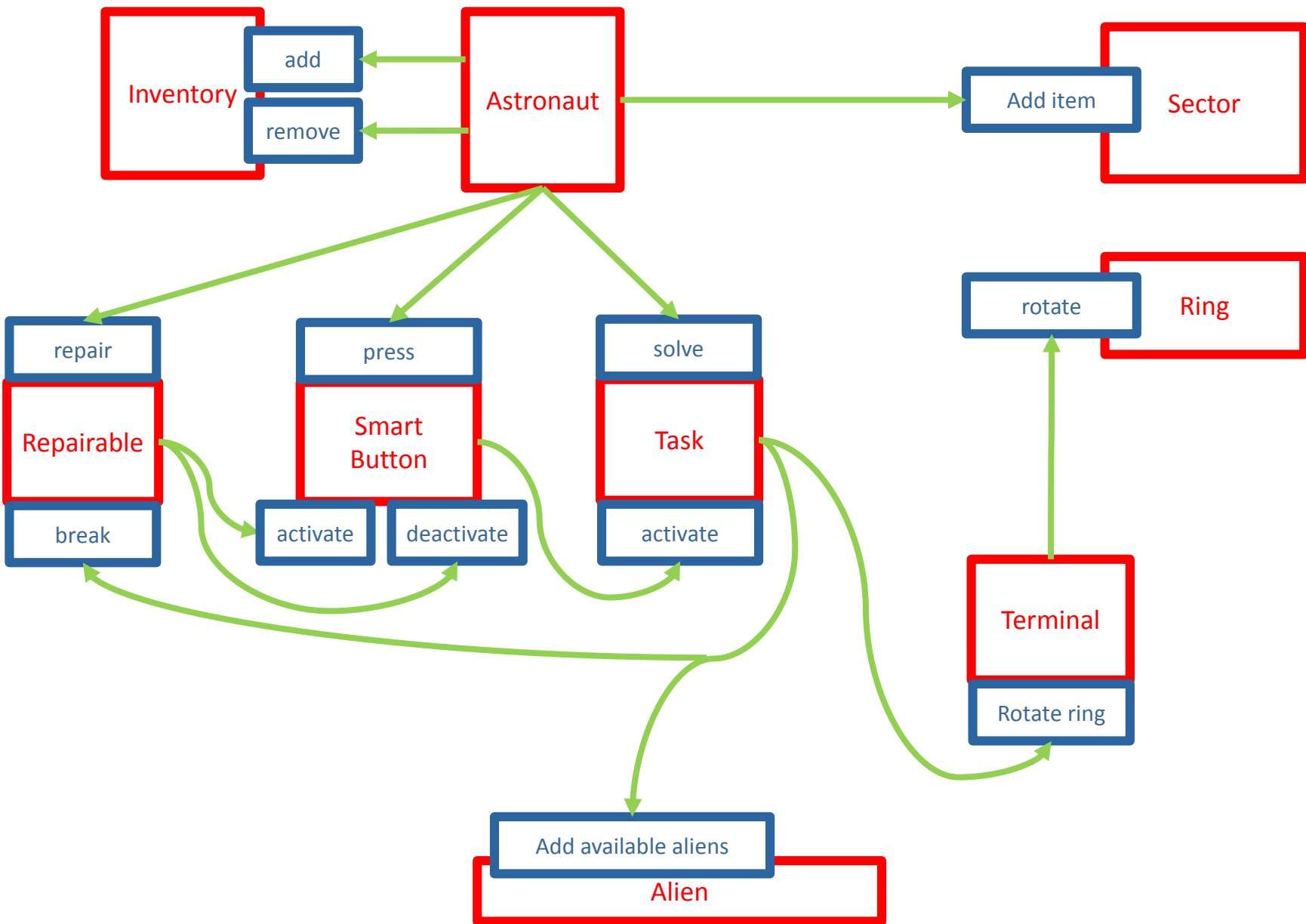
```
SLMIN .SYS      12P 20-Dec-85    VN .SYS      3P 13-Aug-86
XL .SYS         4P 20-Dec-85    LD .SYS      8P 23-Aug-86
SP .SYS         6P 13-Aug-86    DL .SYS      5P 13-Aug-86
RT11SJ.SYS      78P 13-Aug-86   DU .SYS      8P 13-Aug-86
NL .SYS         2P 13-Aug-86    TT .SYS      2P 13-Aug-86
SD .SYS         5P 31-May-85    RL02DC.SYS   71P 21-Nov-84
BASIC .SAV      56 24-May-79    BINCOM.SAV   24 20-Dec-85
DATE .SAV       4 20-Dec-85    DIR .SAV     19 20-Dec-85
DUMP .SAV       9 20-Dec-85    DUP .SAV     47 20-Dec-85
TSXMOD.SAV      78 27-Nov-82    FORTRA.SAV   206 21-May-85
HARRIS.SAV      41 12-Jun-85    LET .SAV     5 20-Dec-85
START .P3G      2 21-Dec-91    RETRO .OBJ   1515P 16-May-88
EN1A .STM       19P 02-Feb-93   TSXV6 .MSC    1P 04-Sep-95
STAND .LIN      12P 15-Aug-83   JKFLIP.SAV   30 08-Mar-96
EN1B .STM       19 11-Feb-93    RT11FB.SYS   93P 20-Dec-85
JKFLIP.FOR      3 08-Mar-96     TSXP23.NEM   1200P 27-Nov-92
ANMOT .SAV      38 18-Apr-93    DL .DIR       7 16-Jul-96
DUO .DIR        18 16-Jul-96    DEMOFG.OBJ   1 -BAD-
DIF .DIF        26 16-Jul-96    EVAN .ID     1
DEMOBC.OBJ      1 -BAD-
114 Files, 5949 Blocks
14433 Free blocks
.OH
```

button

repairable



BU-BS 20788
digital VT100



Deadlines

DEADLINES

DEADLINE

Dadline 05.06.14: Init Game

DADLINE 05.06.14: INIT GAME

Astronaut	Alien	Station
<ul style="list-style-type: none"> • Oculus Rift (w/o stereo) • Wiimote <ul style="list-style-type: none"> • Buttons • Nunch • Accelerometer • Basic Navigation <ul style="list-style-type: none"> • WASD, Wii • Look-around w/ Rift • Entity Selection/Interaction • Action Items (medi-packs, ...) • Basic Task I/O • Basic Status Overlay <ul style="list-style-type: none"> • Notifications 	<ul style="list-style-type: none"> • Multi-Touch (TUIO) • RTS-Navigation • Computer <ul style="list-style-type: none"> • Visualisation • Basic Interaction • Basic Logic • Small Aliens <ul style="list-style-type: none"> • Spawn • Basic AI • Weapon Logic (w/o upgrades) • Basic Task I/O • Basic Status Overlay 	<ul style="list-style-type: none"> • Entity System <ul style="list-style-type: none"> • Station • Ring • Sektor • Terminal • Door • Repairables • Basic Task Structure • Bullet (collision sound?) • Basic World Logic • Alien Visibility
<ul style="list-style-type: none"> • Eigenes Model (Astronaut) <ul style="list-style-type: none"> • Animationen • Sound 	<ul style="list-style-type: none"> • Eigenes Model (s. Alien) <ul style="list-style-type: none"> • Animationen • Sound 	<ul style="list-style-type: none"> • Station • Ambient Sound

Dadline 10.07.14: Beta Game

DEVELOPING TO DO LIST: DCCG GALLERY

Astronaut	Alien	Station
<ul style="list-style-type: none">• Inventory System<ul style="list-style-type: none">• I/O• Logic• Collectable Items• Stereo• CAVE• Tracker based Navigation HMD• Head-Tracking CAVE• Wiimote Accel Gestures	<ul style="list-style-type: none">• Head-Tracking• Multi-Touch Gestures• Small Aliens<ul style="list-style-type: none">• Status changes• Way finding	<ul style="list-style-type: none">• Full Task System• World logic

Dadline 31.06.14: Demo

Astronaut

Alien

Station

- Balancing
- Clean Ups
- ...

