



Team 3: Alien Planet

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Similar Games in the Genre

- Halo
- Call of Duty
- X-Box 360
Bargain Bin



Overview

You're just an average joe out cruising through space looking to get your kicks when you fly headlong into an asteroid field.

Overview

You're an inexperienced, cocky kind of guy with no hand-eye coordination to speak of.

Overview

You crash.

Overview

Of course.

Overview

And there are aliens.

Overview

Everywhere.

Feature Highlight

- Asteroids in space level scatter into multiple smaller asteroids when destroyed.
- The camera shakes when an asteroid hits the ground nearby.
- The game architecture is flexible and supports new levels being "plugged-in".

Challenges

- Alien model used has a single bone and couldn't be animated programmatically
 - Simple pendulum movement (do the model waddle!)
- Asteroid explosion and scattering
 - Still a WIP... :(
- Falling asteroid placement and speed
 - Scaling and trial and error to create a believable experience
- Initial manual merge hell
 - Subsequent merges were easier after drinking the Git Kool-aid



Contributions

Frank Masby

- Asteroid bombardment
 - Dynamic behavior
 - Custom shaders
- Camera shaking
- HUD: Health bar and radar
- Intro cut-scene video

Anthony Saunders

- Space ship level
- Space ship specific camera functionality
- Asteroid explosion and scattering
- Asteroid scaling with distance

Bobby Vandiver

- General framework/infrastructure architecture
 - Emphasis on OOP and enhancing flexibility
- Planet Level
 - Terrain generated from height map
 - Gun mechanics and collision detection
 - Alien logic