

# Fall 2012

Team TEAM

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# Since Engine Proof

- Abandoned ship
  - No more fluids
- More MOAI understanding
- New game idea!



# Game

- First-person “free-fall” while collecting/avoiding objects
- Two modes
  - Level based
    - Player is scored on time to complete level and items collected
  - Infinite
    - See how high the player can score before hitting an object

# Game... part 2

- Player can move in any direction as well as dive to descend at a faster speed
- Falling into certain objects will have adverse effects
  - Repel, slow, distort vision, etc.
- Player is graded on time it takes to complete level as well as how many collectibles
- Still aiming for mobile platform



## Skyward Sword

Dive through rings

Avoid balloons

Land on a target

## StarFox64

Restricted on-rails

Avoid/destroy obstacles

Barrel Rolls



# Tech, Tools, and Text

- Tools
  - ZeroBrane Studio, Visual Studio 2010, Eclipse
- Mobile
  - Print out errors
  - Shaders
- Tech
  - Persistence, Serialization, Factory, Managers (window, layer, etc.)

# Factory

```
layer1 = Factory:createFromFile("Layer", "level1.lua");
```

```
local function initialize()
```

```
    Factory:register("PropPrototype", PropPrototypeCreator:new());
```

```
    Factory:register("Prop", MOAIPropCreator:new());
```

```
    Factory:register("PropContainer", PropContainerCreator:new());
```

```
    Factory:register("Layer", MOAILayerCreator:new());
```

```
    Factory:register("MOAIPropPrototype", MOAIPropPrototypeCreator:new());
```

```
    Factory:register("MOAIPropCube", MOAIPropCubeCreator:new());
```

```
end
```

```

deserialize ("Layer",
{
  {--Entry Number: {1}
    ["visible"]="true",
    ["type"]="Layer",
    ["name"]="Layer1",
    ["propContainer"]={2},
    ["position"]={3},
  },

  {--Entry Number: {2}
    [1]={4},
  },

  {--Entry Number: {3}
    ["y"]=42,
    ["x"]=24,
    ["z"]=0,
  },

  {--Entry Number: {4}
    ["type"]="MOAIPropCube",
    ["name"]="Prop1",
    ["position"]={5},
  },

  {--Entry Number: {5}
    ["y"]=1077.0828605541,
    ["x"]=691.58695151122,
    ["z"]=86,
  },
}))

```



# Risks and Mitigations

- New game idea, huge set back
  - Simpler idea, should be back on our feet shortly
- 3D in primarily-2D engine
  - Use non-complex shapes/polygons that we can generate ourselves

**It's showtime!**