

PC ROCK RAIDERS UPDATE

Meeting with Tomas Gillo 18 Feb 99

Review DDI staff 19 Feb 1999

The game is going to move more towards an arcade model.

From the current 80% resource management to 50% resource 50% conflict

With more emphasis on CONFLICT, between the Rock monsters and also from the other creatures.

The game needs to be at a faster pace.

There should be threatening behaviour but not gore. – A good example is the Rock monster, tossing the mini-figure over his head.

ELECTRIC FENCE

Look at the electric fence being placed wider apart than adjacent blocks.

Place a single stud in the centre of a block, on the floor (lit when fence is powered)

Idea: Power drain is greater over a larger distance!

Idea: placement of three fences with a power supply.

Tom suggested the Crystal and ore refinery should look graphically similar or be combined into one building. The refinery could also house the power crystals and possibly be a central power supply building. The Crystal refinery dependency should be brought forward to before the other buildings, if it supplies the power.

The Canteen should be removed and the barracks takes over its role.

POWER BUILDING

A Power supply 'building' rather than individual power crystals in every building was strongly support by Tom. DDI approved of the concept from a gameplay position, but was very concerned that the change involved such a drastic effect on so many modules that it would seriously affect the timescale, and particularly the testing of this type of system, which would not progress the project but make it operate differently.

Power supply, proximity to buildings- multiple units – who supplies, if damaged which has a reduced supply and if repaired which buildings re-start. Code to individually select power to buildings on/off, animations to show buildings powered or not, messages for buildings stopping operating. Proximity of buildings for power causes more potential collision problems.

CURSOR

Cursor – Lego believe the animation is too small. It was suggested we try the animation larger in the corner of the screen with a small cursor

TOOL UP

A thought bubble for all the collectable tools and food appears when it is picked up from a building. It flashes up for a second then disappears again.

CREATURES:

With more conflict the creatures need to attack and retreat, variety for these needs to be discussed.

Slugs – appear from and return to small pools of water that are scattered about the caverns.

Slimy slug – not driven – put on a cheat.

A 'bird-scare' device be created, with a big effect, flash and audio, which scares scorpions.

Hole in the floor from which lurker comes in and out of, he can dig a hole to tunnel to safety when it is threatened.

Spiders scared by spade swings and disappear into holes in floor

Large spider climbs away to the roof on a thread.

Spider cocoons the Lego mini-figure, which they need to be rescued from.

Spider quite rapid, hunting down the mini-figures, which although cocooned are otherwise unharmed, they have to be rescued, possible missions for this.

HIT POINTS

Everything should flash on its new health when hit.

LANDSLIDES

Landslides should increase in frequency, spread out, if not re-inforced.

Landslides may also cause creatures to come out if not repaired /re-inforced.

GFX:

Slug in and out pool

Spider off screen

Spider cocoon mini-figure

Mini-figure hops – leave until later

Lurker – digs hole – escape in and out

The vehicle teleport animations need to not be 'blocky'

Rock monster Swipe, to get a mini-figure, with a null on the frame where, the animation flips models of the mini figure.

Place multiple null points in the barracks floor for 'eating' animation' the program will select a free point to animate the figure on.

Electric fence

Place a single stud in the centre of a block, on the floor (lit when fence is powered)

General animations on buildings to show if powered.

A thought bubble for all the collectable tools and food.

MOVEMENT

Movement of men should be more rotational, if the units destination is within the same block. Turn and walk direct. Rather than a more cumbersome curved route.

Vehicles should move around other vehicles if there is the space. They should not move around mini-figures.

Rock Monsters should collide with Vehicles, and the vehicle should play the hit animation.

Men walk around fence posts.

DEADLINES:

Alpha 5th March

Kid test by Lego 2nd week of March. The game needs to be playing the whole tutorial and a mission

Objective by 4th March when Tom is over.

The tutorial must demonstrate the ability to teach and learn at this stage.

Intro .Avi to play at the start of Demo