

The background is a dark, almost black, space filled with a dense, chaotic network of glowing, thin lines. The lines are primarily purple and yellow, with some white highlights, creating a sense of movement and energy. The lines are of varying thickness and length, some forming loops and others extending across the frame. The overall effect is reminiscent of a complex, abstract pattern or a digital signal visualization.

Audiotron 9000

Audiotron in brief

- Audiotron is...
 - A shooter on rails
 - A game where music is integrated into game play
- Audiotron uses...
 - Head tracking to control player movement
 - Handheld Wii Remotes to control aiming and shooting
- Audiotron appeals to...
 - Arcade shooter fans because of its interactive shooting mechanics
 - Music fans because of the high levels game/music interaction
 - Everyone because of intuitive controls and non-violent play!

Since last time

- Game Design Polished
- Art Assets added
- Programming polished
- HUD prototyped

Art



Programming

- Enemies respond to being shot
- Formal structures written to move and place enemies

To do:

- Combo system
- Waves of enemies
- User interface coding

Hardware

Wireless Sensor Bar

- First one finished
- Need to make second one

Head mounted IR

- Easy for people to associate with their movement
- Created second model
- Brighter than first model
- Need to make second one

Core Game Mechanics

New: Updated GDD

Music

Two separate tracks recorded and separate instruments for individual enemies

Order and length to be determined

COMPLETE

Schedule

- **Week 10** (4/9 - 4/16):
- **Goals:** Polish alpha & add two player support
- Tasks:*
 - *Jenn*
 - *GDD*
 - *Convert assets*
 - *Promotional materials*
 - *Brian*
 - *User Interface coding*
 - *Enemy movement coding*
 - *Joe*
 - *Finish modeling environmental hazards and start work on explosion animations*
 - *Jacob*
 - *Start working on final presentation describing the fine details of Audiotron*
 - *Create another headware*
 - *Dan*
 - *Shooting combo counter*

The end

Any questions?