**APOLLO**

**PRE-PRODUCTION**

**MILESTONE #2**

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VERSION 1.0

Goal:

This document provides an overview and links to all deliverables for Apollo Pre-Production Milestone #3.

Project:

Apollo

Milestone:

Pre-Production Milestone #3

Target Date:

July 31st, 2009

Milestone Goal and Elements

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# Setting Up The Build

* Unzip [Milestone2Build\Milestone\_2\_Xbox.zip](Milestone2Build/Milestone_2_Xbox.zip)to your PC
* Copy to your Xbox360 Game development Hard Drive
* This build is currently working on XDK 8276.

# Launching a World on XBOX360

* From the Launcher select “Apollo\_R.xex”
* On the Main Menu select “Start”
* Scroll down and select “Custom Level”
* Select the “Worlds” folder, then the “Milestone 2” folder
* Select the desired world to launch
* To launch a different world, select START and select LEAVE GAME

# PPM 2.01 – LOD System

## Goals

* Provide a system that allows for much larger spaces than Monolith technology has previously been able to achieve while maintaining a high bar for visual fidelity.

## How to view this

* **Run LOD System Test World: “LOD\_WA”**
* Frame rate in this world never drops below 60 fps, and is consistently quite a bit higher.
* This world is roughly 50 times the square footage of the average Condemned 2 mission, and this world has no streaming currently.
* Every street light has a dynamic light that fades in when you approach it, and every rooftop has a dynamic shadow casting light that does the same. These are visually supported from a distance by static lighting throughout the world.

## Deliverables

* **Test World: “LOD\_WA”**
* Video of LOD System in action
  1. [Vantage.wmv](Videos/vantage.wmv)
  2. [Tumbler.mov](Videos/Tumbler.mov)
  3. [LOD\_wire.wmv](Videos/LOD_wire.wmv)
  4. [Window\_fade.mov](Videos/Window_fade.mov)

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# PPM 2.02 – PROTOTYPE:  Grapple Hook Targeting System

## Goals

* Create an intuitive, easy to use system for the player to identify and use valid grapple points in the world.

## How to view this

* **Run Grapple Hook Targeting System Test World: “GrapplePlayground”**
* If there is a valid on screen grapple target, there is a yellow circular HUD element that shows where the player will grapple to.
* The player’s active grapple target is determined using the following criteria:
  + Targets must be above Batman.
  + On screen targets are always preferred over off screen targets.
  + If the center of the screen is not intersecting any valid grapple targets, the closest valid target to the player will be selected.
  + If the center of the screen *is* intersecting a valid grapple target, the point where it intersects will be selected.
  + If there are no valid grapple targets on screen, the closest valid target behind the player will be selected. This is indicated by a grey version of the grapple target icon appearing in the top center of the screen.
* Controls:
  + Hold Right Trigger to engage grapple, release Right Trigger to disengage
  + Holding up on the Left Thumbstick when arriving at the grapple destination will cause Batman to fly over and land
  + Releasing Right Trigger after arriving at the grapple destination without pressing other buttons will put Batman into a ledge hang state. From this state, the controls are:
    - **]**Press up on the Right Thumbstick or A button to climb up
    - Press B to drop from the ledge

## Deliverables

* **Test World: “GrapplePlayground”**
* Video of Grapple Targeting System in action
  + [Grapple\_Playground.mov](Videos/Grapple_Playground.mov)

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# PPM 2.03 – PROTOTYPE:  1st Pass Behaviors for 2 Basic Enemy Types (Thug, Gunner)

## Goals

* Demonstrate some basic behaviors and attack patterns for a variety of core enemy types.
* Base Thug: Tries to get near player and brawl.
* Gunner: Keeps at a distance and fires a weapon. When approached, he will resort to melee attacks.

## How to view this

* **Run 2 Basic Enemy Types Test World: “ThugTestWorld”**
* Spawning the 2 thug types:
  + Standing on the left red platform facing the enemy spawning platforms will spawn a basic Thug.
    - Basic Thugs will chase, circle around, and attack Batman
  + Standing on the right red platform facing the enemy spawning platforms will spawn a Gunner.
    - Gunners will stay at a distance and fire a pistol at Batman
    - If approached, Gunners will attempt to pistol whip Batman
* Controls:
  + Player combat is not yet implemented, so you can only run around and observe the Thugs’ behavior. Pressing X or Y will cause Batman to play an attack animation, but it won’t do anything to the Thugs.
  + If Batman dies, the level will have to be re-launched to keep playing

## Deliverables

* Prototype Test World: **“ThugTestWorld”**
* Video of AI in action
  1. [Thug.mov](Videos/Thug.mov)
  2. [Gunner.mov](Videos/Gunner.mov)

# PPM 2.04 – PROTOTYPE:  1st Pass Vehicle Functional

## Goals

* Create an in game, functional vehicle quickly for Game Design to begin iterating on and brainstorming with.

## How to view this

* **Run Vehicle Test World: “LOD\_WA”**
* This is a very roughly tuned first implementation.
* Controls:
  + Press B when standing against the Tumbler to get in.
  + Press and hold Right Trigger for Acceleration
  + Press and hold Left Trigger for Brake/Reverse
  + Press and hold Left Bumper for Hand Brake
  + If the Tumbler flips over, press B to reset it
  + If the Tumbler falls out of the world, the level will have to be re-launched to keep playing

## Deliverables

* **Test World: “LOD\_WA”**
* Video of Tumbler in action
  1. [Tumbler.mov](Videos/Tumbler.mov)

# PPM 2.05 – PROTOTYPE:  1st Pass AI “Fear” System

## Goals

* Demonstrate AI system that causes enemies to react to events in the world by becoming increasingly afraid.

## How to view this

* **Run AI “Fear” System Test World: “Fear\_01”**
* The AI in this room can’t see or hear the player… walking next to the boxes on the wall will knock them over. Each knocked over box increases the AI’s “fear” level until he reaches the “panic” level, at which point he will drop and curl up into a ball as if terrified. (Note: This is a very rough demonstration of the first functionality of this system, so there is no clear communication of the fear state leading up to the “panic” behavior.)

## Deliverables

* **Test World: “Fear\_01”**
* Video of “Fear” System in action
  1. [Fear.mov](Videos/Fear.mov)

# PPM 2.06 – DOCUMENTATION

## [Milestone Schedule](Production/Apollo%20Milestone%20Schedule.docx)

## [Art Style Guide V1.0](Art/Apollo%20Art%20Style%20Guide%20V1.0.docx)

## [Resource Allocation & Assessment](Production/Resource%20Allocation%20&%20Assessment.xlsx)

## [Risk Assessment V1.0](Production/Apollo%20PPM3%20Risk%20Assessment.docx)

## [Vertical Slice Plan V1.0](Design/Apollo%20Vertical%20Slice%20Plan%20V1.0.docx)

## [Vertical Slice Schedule](Production/Apollo%20Vertical%20Slice%20Schedule.xlsx)

## [Design Plan PDF](Design/Apollo%20Design%20Status.pdf)

* This is a compilation of our Confluence living design postings.

## [Technical Design Plan](Engineering/Apollo%20Technical%20Design%20Doc%20V1.3.doc)

## [Audio Design V1.0](Audio/Apollo%20Audio%20Design.docx)

## [Music Design V1.0](Audio/Apollo%20Music%20Design.docx)