**APOLLO**

**PRE-PRODUCTION**

**MILESTONE #3**

**CONTENTS**

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:

September 11th, 2009

Milestone Goal and Elements

**THE XBOX360 BUILD**

* **Setting it up**
* **Launching a World**

**SYSTEMS:**

* **Prototype: Player Movement 1st Pass**
* **Prototype: Stealth 1st Pass**
* **Prototype: Fear AI States w/Animation 1st Pass**
* **Prototype: Hub Layout 1st Pass**
* **Prototype: Vehicle Sequence 1st Pass**
* **Prototype: Havok Cloth Evaluation (Cape)**
* **Prototype: Combat Tool Design**
* **Prototype: Building Generator Tool**
* **Prototype: Tank AI (Bullrush Attack)**
* **Character Art: Gunner, Tank, and Base Thug types complete**

**PRODUCTION:**

* **Milestone Schedule**
* **Art Style Guide**
* **Personnel List & Assessment**
* **Risk Assessment**
* **Vertical Slice Plan**
* **Vertical Slice Schedule**
* **Art Plan**
* **Design Plan**
* **Design Doc Addendum**
* **Technical Design Plan**
* **Audio Design Plan**
* **Play Test Plan draft**
* **DLC/Social Plan draft**

Contents

[Setting Up The Build 5](#_Toc240362290)

[Launching a World on XBOX360 5](#_Toc240362291)

[PPM 3.01 – Prototype: Player Movement 1st Pass 6](#_Toc240362292)

[Goals 6](#_Toc240362293)

[Deliverables 7](#_Toc240362294)

[PPM 3.02 – PROTOTYPE:  Stealth 1st Pass 7](#_Toc240362295)

[Goals 7](#_Toc240362296)

[How to view this 7](#_Toc240362297)

[PPM 3.03 – PROTOTYPE:  Fear AI States w/Animation 1st Pass 8](#_Toc240362298)

[Goals 8](#_Toc240362299)

[How to view this 8](#_Toc240362300)

[Deliverables 9](#_Toc240362301)

[PPM 3.04 – PROTOTYPE:  Hub Layout 1st Pass 9](#_Toc240362302)

[Goals 9](#_Toc240362303)

[How to view this 9](#_Toc240362304)

[Deliverables 9](#_Toc240362305)

[PPM 3.05 – PROTOTYPE:  Vehicle Sequence 1st Pass 9](#_Toc240362306)

[Goals 9](#_Toc240362307)

[How to view this 9](#_Toc240362308)

[Deliverables 10](#_Toc240362309)

[PPM 3.06 – PROTOTYPE:  Havok Cloth Evaluation (Cape) 10](#_Toc240362310)

[Goals 10](#_Toc240362311)

[How to view this 10](#_Toc240362312)

[Deliverables 10](#_Toc240362313)

[PPM 3.07 – PROTOTYPE:  Combat Tool Design 10](#_Toc240362314)

[Goals 10](#_Toc240362315)

[How to view this 10](#_Toc240362316)

[Deliverables 10](#_Toc240362317)

[PPM 3.08 – PROTOTYPE:  Building Generator Tool 11](#_Toc240362318)

[Goals 11](#_Toc240362319)

[How to view this 11](#_Toc240362320)

[Deliverables 11](#_Toc240362321)

[PPM 3.09 – PROTOTYPE:  Tank AI (Bullrush Attack) 11](#_Toc240362322)

[Goals 11](#_Toc240362323)

[How to view this 11](#_Toc240362324)

[Deliverables 11](#_Toc240362325)

[PPM 3.10 – Character Art: Gunner, Tank, and Base Thug types complete 11](#_Toc240362326)

[Goals 11](#_Toc240362327)

[How to view this 12](#_Toc240362328)

[Deliverables 12](#_Toc240362329)

[PPM 3.11 – Apollo Audio Deliverables 12](#_Toc240362330)

[PPM 3.12 – DOCUMENTATION 16](#_Toc240362331)

[ Milestone Schedule 16](#_Toc240362332)

[ Art Style Guide V2.0 16](#_Toc240362333)

[ Resource Allocation & Assessment 16](#_Toc240362334)

[ Risk Assessment PPM3 16](#_Toc240362335)

[ Vertical Slice Plan V1.1 16](#_Toc240362336)

[ Vertical Slice Schedule 16](#_Toc240362337)

[ Art Plan 16](#_Toc240362338)

[ Design Plan 16](#_Toc240362339)

[ Design Doc Addendum 16](#_Toc240362340)

[ Technical Design Plan 16](#_Toc240362341)

[ Audio Design V2.0 16](#_Toc240362342)

[ Music Design V2.0 16](#_Toc240362343)

[ Play Test Plan draft 16](#_Toc240362344)

[ DLC/Social Plan draft 16](#_Toc240362345)

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# Setting Up The Build

* Extract [Milestone\_3\_Xbox.rar](file:///C:\proj\Apollo-Docs\Production\Milestones\Milestone3Build\Milestone_3_Xbox.rar) to your PC
* Copy to your Xbox360 Game development Hard Drive
* This build currently supports XDK 8276 (appears to unofficially work on 9328).

# 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 3” folder
* Select the desired world to launch
* To launch a different world, select START and select MAIN MENU

# PPM 3.01 – Prototype: Player Movement 1st Pass

## Goals

* Achieve a first pass implementation of all of our basic movement systems, enabling design to establish and iterate on environmental standards and navigation principals for the game.

How to view this

* **Run Player Movement Test World: “Movement\_Freerun” and “H0\_Hub”**
* The elements included are:
  + First pass of a fluid movement system that allow the player to automatically step up, vault, mantle, and climb any obstacle from a curb to a 3.5 meter wall. Obstacles can be any height in this range and the complex animation system will select an appropriate blend of animations to meet the height of the obstacle. This eliminates the need for all objects in the world to be exact sizes to match climbing animations.
  + “Free Running” mode (a la Assassin’s Creed) where the player holds down the A button to increase run speed and enable automatic climbing. This also currently centers the camera behind the player.
  + Wall hug
    - When approaching a wall (not in free running mode), holding RB will take the player into wall hug.
    - Left and right will move along the wall.
    - Approaching a smaller portion of the wall will cause the player to automatically duck down while moving in a wall hug.
    - Pressing A and Left Stick toward the wall will cause the player to climb over it (if it is less than 3.5 meters)
    - Demonstrated in the Stealth movies listed below
  + Ledge Shimmy
    - Once in a ledge hang state (from grapple, climb up, etc) the player can move left or right while hanging from the ledge
    - Pressing Up will pull the player up onto the ledge
    - Pressing B will drop the player off the ledge
  + The player automatically stops at the edge of a rooftop unless holding the free running button.
    - If the player presses the free running button, they will leap off the rooftop (longer distance jump depending on how long the button is held down.
    - If the player presses B button, they will turn and drop down to a ledge hang.
  + Iteration on Glide
    - Pivots around the head (rather than the pelvis)
    - Speed and feel tuned
    - Hold RB while in the air to glide
  + Iteration on Grapple
    - More reliable ledge hang and “up and over” behavior depending on whether or not the player presses up at the end of the grapple.
    - Speed and feel tuned
    - UI iteration
      * New icon for on screen grapple targets
      * New icon for off screen (but still in front of the player) grapple targets
      * New icon for off screen grapple targets that are behind the player
      * Off screen icons move along the top edge of the screen to help indicate where off screen the player will go if they grapple
    - Hold RT when there is a valid grapple target to use grapple
  + Iteration on basic walking/running/turning
    - Much more responsive now overall from last milestone build
      * If the player is moving quickly and their stick angle changes rapidly enough, a hard turn animation will kick in to provide immediate responsiveness.
      * Lighter angles result in softer banking turns.
    - Many small iterations have been made to improve the feel and responsiveness
    - Keep in mind that the animations are simply cleaned up mocap, stretched and altered by designers to achieve better feel. While we’ll continue to work on feel, we will soon dive deeper into demonstrating our visual fidelity bar for player animations.

## Deliverables

* **Test World: “Movement\_Freerun”** and **“H0\_Hub”**
* Videos of Player Movement in action

* + **[PlayerClimbA.mov](Videos/PlayerClimbA.mov)**
  + [**PlayerClimbB.mov**](Videos/PlayerClimbB.mov)
  + [**PlayerHurdles.mov**](Videos/PlayerHurdles.mov)
  + [**PlayerLadder.mov**](Videos/PlayerLadder.mov)
  + [**PlayerLedgeShimmy.mov**](Videos/PlayerLedgeShimmy.mov)
  + [**VerticalSliceHub.mov**](Videos/VerticalSliceHub.mov)

# PPM 3.02 – PROTOTYPE:  Stealth 1st Pass

## Goals

* Demonstrate distinctive light and dark areas in which Batman can participate in Stealth gameplay.
* When in shadowy areas, Batman’s appearance will change to highlight that he is in stealth.
* AI will chase Batman when spotted, lose him if the player breaks line of sight, and go to his last known position to attempt to relocate him.
* AI will not be able to sense Batman as easily when the player is successfully in Stealth.
* AI will increase in alertness when spotting Batman, and decrease when no stimulus is present.

## How to view this

* **Run Stealth System Test World: Stealth\_Lighting**
* *To see ‘Stealth’ mode:*
  + When navigating the rooftop world, there will be three basic types of lighting: light, grey, and dark. Move Batman into any dark shadowy area to see him visibly enter Stealth mode. A blue rimshader will appear over the character model.
* *To see the AI lose track of Batman:*
  + Navigate around the rooftop world until a thug catches sight of you; he will immediately begin to chase you.
  + Run away from him and break line of sight (e.g. get some lead way on the AI, and then go around a corner into a shadowy area).
    - Note that in the videos, a wireframe red cube will appear nearby; this is a debug notifier that indicates your last known position to the pursuing AI. Observe that the AI will continue to chase to this location.
  + At this point, depending on if you are well hidden or still visible the AI will either re-track you and engage in combat again, or leave the area and resume patrolling.
    - The AI can detect you from a further distance if you are in well-lit areas
* *To activate Wall Hug movement:*
  + Walk up to any wall surface and hold the Right Bumper.
  + Use the left analog stick to move left and right across the surface.
  + Note that on full-height surfaces, Batman will do a standing wall hug; on low-height surfaces, he will do a crouching wall hug.
* *To see AI alertness levels change:*
  + Observe an undisturbed patrolling AI; he will be walking at a normal pace.
  + Get in his way so he sees you; he will immediately begin to run.
  + Evade the AI (either by successfully hiding in shadow, or grappling up onto a higher rooftop)
  + Observe the AI; once he loses track of you, he will continue to patrol, returning back to his normal walk speed.

Deliverables

* **Test World: “Stealth\_Lighting”**
* Video of Stealth System in action
  + [**Stealth01.mov**](Videos/Stealth_01.mov) – Showcases Batman being chased by an AI, then losing him in a shadow.
  + [**Stealth02.mov**](Videos/Stealth_02.mov) – Showcases Batman wall-hugging in shadow as an AI patrols past him without detecting his presence.
  + [**Stealth03.mov**](Videos/Stealth_03.mov) – Showcases Batman being chased by an AI, then unsuccessfully hiding in deep enough shadow to get away.

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# PPM 3.03 – PROTOTYPE:  Fear AI States w/Animation 1st Pass

## Goals

* Demonstrate visual cues of each of the three AI Thug types (Thug, Gunner, Tank) as they become progressively more afraid.
* Animations for Normal, Nervous, Scared, Panicked idles.
* Animations for Normal, Nervous, and Scared movement states.

## How to view this

* **Run AI “Fear” System Test World: “Fear\_StateTells”**
* Note that the AI in this world cannot see or hear the player.
* There are four triggers in the room, each of which can be toggled by moving Batman onto the checkered texture in front of the symbol:
  + *Blue Figure:*  This trigger changes the type of thug that is currently spawned for the test. By default it is the normal thug. One toggle will change it to the Gunner, another will change it to the Tank. Continuously toggling this will cycle through the list.
  + *Green Arrows:*  This trigger will cause the AI to stop idling in place and begin patrolling back and forth.
  + *Red Stop:* This trigger will make the AI return to his starting position and stop in place (if patrolling) and resume idling.
  + *Grey Exclamation:*  This changes the amount of fear that the spawned AI is experiencing.
    - ! = Normal (i.e. no fear)
    - !! = Nervous
    - !!! = Scared
    - !!!! = Panicked
* Note that in this test world, there is no way to lower the AI’s fear state. If you wish to start over, you will need to toggle the *Blue Figure* trigger to reset everything back to the default.
* Note that the ‘Tank’ thug does not ever reach a panicked state (by design), so he will not exhibit any different behavior when toggling the fourth *!.*

## Deliverables

* **Test World: “Fear\_StateTells”**
* Video of “Fear” State Tells in action
  + [**Fear\_Gunner\_Idles.mov**](Videos/Fear_Gunner_Idles.mov)
  + [**Fear\_Gunner\_Patrol.mov**](Videos/Fear_Gunner_Patrol.mov)
  + [**Fear\_Tank\_Idles.mov**](Videos/Fear_Tank_Idles.mov)
  + [**Fear\_Tank\_Patrol.mov**](Videos/Fear_Tank_Patrol.mov)
  + [**Fear\_Thug\_Idles.mov**](Videos/Fear_Thug_Idles.mov)
  + [**Fear\_Thug\_Patrol.mov**](Videos/Fear_Thug_Patrol.mov)

# PPM 3.04 – PROTOTYPE:  Hub Layout 1st Pass

## Goals

* Create a level that represents the size and shape of one of our final “Hubs”. Get an idea of how it feels to navigate around this type of space, as well as how it feels to have gameplay spread around this size space.

## How to view this

* **Run Vertical Slice Hub Test World: “H0\_Hub”**
* Gameplay:
  + Red bat markers represent Ambient Crime locations. There are currently groups of five enemies at each ambient crime location, but they are placeholder and don’t interact with Batman (though they can be punched to unconsciousness, which will spawn a new ambient crime).
  + Blue bat markers represent possible Quests.
  + A yellow bat marker represents the Safehouse.

## Deliverables

* **Test World: “H0\_Hub”**
* Video of Hub
  + [**VerticalSliceHub.mov**](Videos/VerticalSliceHub.mov)

# PPM 3.05 – PROTOTYPE:  Vehicle Sequence 1st Pass

## Goals

* Create a fully drivable level that represents the size and shape of one of our vehicle sequences, tune the Tumbler more, and keyframe events and obstacles to roughly represent the type of gameplay these sequences could have.

## How to view this

* **Run Vehicle Sequence Test World: “h0driving1”**
* Press B to enter the Tumbler at the start of the sequence (Important! **Do not** move before pressing B to enter the Tumbler or you increase the likelihood that the Tumbler will become stuck)
* When the blue flame appears in the Tumbler’s jet, the player can press A to use the Boost ability
* FX: There are currently headlights, brake lights (that turn on only when braking), exhaust, and boost flame FX.
* Red objects represent things the tumbler can drive through. These will eventually be physics driven, but are currently keyframed.
* There is a helicopter following along firing at the track as the player drives and triggers events. This will eventually be AI driven, but is currently keyframed as a proof of concept.
* There are ambient cars driving by throughout the track. These will eventually be AI driven, but are currently keyframed as a proof of concept.

## Deliverables

* **Test World: “h0driving1”**
* Video of Vehicle Sequence
  + [**VehicleSequence.mov**](Videos/VerticalSliceHub.mov)

# PPM 3.06 – PROTOTYPE:  Havok Cloth Evaluation (Cape)

## Goals

* Evaluate the runtime portion of Havok Cloth by integrating version 6.6 of Havok Cloth into our engine and creating a functional version of a physically simulated cape attached to the Batman player model. In addition to the functional cape we must evaluate the performance of Havok Cloth and be confident we can address any aesthetic issues associated with the prototype.

## How to view this

* **See the video linked below.**

## Deliverables

* Video of Havok Cloth in action (may need [DivX](http://www.divx.com/en/win) to run video)
  + [**Havok\_Cape\_Glider\_Test\_NEW.avi**](Videos/Havok_Cape_Glider_Test_NEW.avi)

# PPM 3.07 – PROTOTYPE:  Combat Tool Design

## Goals

* Establish a plan for tool that enables rapid iteration and a clear interface for designing and editing combat for Vertical Slice.
* **Note:** We were originally intending on delivering an engineering design doc for a Combat Tool with this milestone. During the course of the milestone, as we investigated possibilities for meeting the requirements of this tool, we looked at Snowblind’s combat tool in their “Swag” editor. It was determined that it would be much faster to repurpose their tool (to allow us to generate Apollo specific combat data) than to build our own tool for use during the Vertical Slice time frame. As we work with their tool, we should learn a lot more about what a truly Apollo specific tool might need, and we can develop a design for a more sustainable tool for Apollo’s Production phase. In the mean time, we have already got Snowblind’s tool converted to allow authoring and generation of Apollo specific combat data.

## How to view this

* **See the video and screenshots linked below.**

## Deliverables

* Video of Combat Tool in action
  + [**CombatTool.mov**](Videos/CombatTool.mov)
    1. This video shows the node view interface that designers can use to create and relate combat actions to one another (i.e. creating various chain attacks)
* Screenshots of Combat Tool
  + [RightClick](Videos/Combat%20Tool%20Screenshots/combat%20tool%20ss1.jpg)
    1. This screenshot shows right clicking in the node view to create the various types of actions possible.
  + [MeleeLink](Videos/Combat%20Tool%20Screenshots/combat%20tool%20ss2.jpg)
    1. This screenshot shows the property pane on the right for a melee link (which looks for the button input to route to a particular attack node)
  + [AttackNode](Videos/Combat%20Tool%20Screenshots/combat%20tool%20ss3.jpg)
    1. This screenshot shows the property pane on the right for an attack node (which allows the designer to specify animation, blend time, hit window, cancel window, etc… then link to another melee link to continue the chain based on new input)

# PPM 3.08 – PROTOTYPE:  Building Generator Tool

## Goals

* Overall – Create a method to rapidly create, edit, and manage a large number of hi-definition buildings.
* Milestone - Prototype out the core functionality of a tool to generate buildings and their LODs.

Main goals include:

* Create hi-definition buildings that hold up to close scrutiny and render efficiently at all distances.
* Move redundant and non-creative tasks from the artists’ plate to the tool whenever possible.
* Have a non-destructive workflow – enable artists to edit their work to iterate rapidly, rather than creating new work from scratch.

Accomplished:

* Accurate floorplan creator – Done!
* Basic building creator – Done!
* Render-to-Texture interface – Done!
* Single-Building LOD creation, including scene setup, material creation, and prefab creation – Done!
* Load / Save Building functionality – Done!
* Basic Edit Building Functionality (Swapping tiles for aesthetic or gameplay reasons) – Done!

In Progress for Vertical Slice:

* Roof creation system – In Progress Now

Post-Vertical Slice:

* Random Greebles (ac units, drainpipes, vents, etc.) – Not started
* Advanced editing – Not started, needs planning/prioritization
* Gameplay system integration (Stealth areas, grapple locations – Not started
* Complex Tileset resolution – shared tilegroups, etc – Not started

## How to view this

* **See the video linked below.**

## Deliverables

* Video of Building Generator Tool in action
  + [**BuildingGeneratorMS1\_1.mov**](Videos/BuildingGeneratorMS1_1.mov)

# PPM 3.09 – PROTOTYPE:  Tank AI (Bullrush Attack)

## Goals

* Create a new AI type and attack behavior that causes the AI to barrel towards the player, knocking down any other AI in his path.

## How to view this

* **See the video linked below.**

## Deliverables

* Video of Tank Bullrush in action
  + [**Bullrush.mov**](Videos/Bullrush.mov)

# PPM 3.10 – Character Art: Gunner, Tank, and Base Thug types complete

## Goals

* Showcase the progress of additional AI character models as they come online. New to this milestone are the Thug, Gunner and Tank models.

## How to view this

* **Run “Character” Showcase Test World: “Character\_Room”**
* The three new thug models will be in the room automatically rotating for viewing, along with Batman.
* Character renders can be seen here: [Art\PPM3\_ApolloChar.docx](Art/PPM3_ApolloChar.docx)

## Deliverables

* **Test World: “Character\_Room”**
* Video of the new thugs rotating
  + [**Character\_Room.mov**](Videos/Character_Room.mov)

# PPM 3.11 – Apollo Audio Deliverables

**Overview:**

The audio milestone is primarily focus around the current Apollo strike teams and developing the audio systems needed for production.

It includes descriptions and videos to support our audio prototyping.

**Deliverable:**

***Player Movement***

Batman's iconic sound consists of two major principles: 1) his cape and 2) his effortless athleticism.  We are currently working hard on ensuring Batman's cape has a unique yet consistent sound which flows very organically with its visuals.  We are aiming to tie into the same Real Time Parameters Controls (from Havok) which drive the cape's in-game physics to ensure that our audio always sounds in sync with what the cape is actually doing.  The overall aesthetic of player movement will focus less on percussive foley and vocal elements (gritty footsteps, grunts, etc) and move, instead, towards ninja-like adeptness though the environment.

* [the Glide video shows Batman gliding and showcases the cape as a major part Batman's movement sound...although the cape is not there, you can hear it "spring" out, glide, then billow when Batman hits the ground][also see the GrappleGun video which displays more cape/ movement sounds]
* [**audio\_GLIDE.mov**](Videos/audio_GLIDE.mov)

***Vehicles***

This milestone saw us planning and brainstorming more than anything else, however, we did create a set of prototype vehicle engine assets.  We also scored a video capture of one of our driving levels with the vehicle assets which helped to refine certain assets we may want to have in the game.  This also aided us in determining what sound type we would like to have for the Tumbler (dragster, hot rod, muscle car, etc) as well as fostering discussion about the sonic experience we wanted out of Vehicles.  We are planning a vehicle recording session and also to have prototype engine sounds playing in-game during the next milestone.

* [the Vehicle video spotlights the engine, and illustrates how we will piece together assets to form vehicle behavior]
* [**audio\_VEHICLES.mov**](Videos/audio_VEHICLES.mov)

***Gadgets***

We have been moving ahead prototyping sound elements for future gadgets as well as identifying/ refining how we do future gadgets.  We have harvested unique source, authored assets, and have been utilizing our audio engine in such a way as to produce many different procedurally generated variations of the same sound (e.g. the firing of the grapple gun).  This is important for such an event as "firing the grapple gun" because the player will be hearing this sound a lot.  Traditionally, there would be a set number of variations for an event, where the game chooses one of them at run-time and may apply some randomness in pitch or volume.  In our project, the audio event is generated by a composite of several sound elements, each with their own variations and randomness.  The result yields an audio event that remains consistent, yet virtually never reproduces that same sound.

* [listen to GrappleGun video to hear mockup of sequence of events for a grappling experience]
* [**audio\_GRAPPLE.mov**](Videos/audio_GRAPPLE.mov)

***Stealth***

The stealth pillar has many ramifications to be explored by audio--and we plan on being a major contributor to the viability of this gameplay element.  We are brainstorming with ideas and project structures that allow Batman's (and the player's) listening perception to be fundamentally altered when going into stealth.  Support by design and FX will help to contribute to the perceptual shift (First-person camera pan to focus on disturbance).  Motion and pertinent information senses will be heightened (e.g. clearer audibility of AI or important story related items), and Batman's palette of foley sounds will be attenuated to reflect his extra emphasis on being silent.  Subtleties in music will also be cued when entering stealth.  Our goal is that all these elements combine to present stealth as a rewarding and unique experience.

In the accompanying video we’ve demonstrated how certain sounds will be attenuated and filtered, and how others will become more clear.   As Batman enters stealth there is a transition sound and a mix change.  Currently Batman enters/exits stealth mode almost immediately when he becomes covered in shadows, which could sound hectic when the player is moving through shadows quickly.  The audio environment change currently happens at a slower rate to keep the audio transitions smooth and natural.  As Batman enters stealth for the first time in the video, he hears the AI readying their weapons which gives him a clue as to their position.  Normally these sounds would be masked by the environmental ambience, but Batman has an easier time picking out relevant audio cues when in stealth mode. For future audio iterations we will prototype all scenarios of the initial entering of Stealth will sound, with SFX and music.

* [listen to Stealth video to hear mockup of sequence of events for a Stealth experience]
* [**Audio\_Stealth.mov**](Videos/Audio_Stealth.mov)

***AI Fear & Awareness***

Much of the information (presented to the player) related to enemy AI Fear and Awareness states will be supplied by audio.  We have recorded temporary dialog to aid the strike team in prototyping and began our project's dialog infrastructure.  We are exploring a branching dialog system in our audio engine (Wwise) which would be controlled via universal game parameters to reveal enemy AI's fear and/ or awareness states in real-time.  Sean Patten wrote and performed a rough script that contains one dialogue line for each of the AI’s fear and awareness states.  These will be used for prototyping and debug purposes as we move forward.

We began our discussion of how sounds will be able to affect the fear and awareness levels of the AI.    The plan is to expand on the current system so that each sound that Batman can cause (not just footsteps and physics sounds) will have an awareness radius that is decoupled from the actual sound radius. We also spoke of different materials having a loudness value so that the baterang striking carpet has a smaller stimulus radius than the baterang hitting a  large metal door.

***Combat***

Audio has provided temp assets (punching sounds) that are currently in the game as placeholders.  Our paramount goal for combat is that it must be ***visceral***.  We are currently discussing sound event POV and ways to increase clarity of information to the player about what is going on play-by-play (blow-by-blow) during the melee encounters.  We want the fisticuffs to sound meaty, the gun fire to sound dangerous, and overall for Batman to sound like a total badass.

***Vertical Slice Layout***

We are attending this strike to stay current and informed of the proceeding with the VS layout.  In addition, we are supporting this strike team by providing placeholder audio whenever requested and vocalizing any concerns Audio has with the projected plans for the VS layout. Current Vertical Slice prototype world has place holder sounds and will be on-going then finalize as we continue through pre-production.

**Next Milestone:**

The next milestone will focus on the following:

* Moving  forward with the designs of the strike teams by more audio prototyping and creating supporting videos
* Wwise integrations
* More asset creation

**Risks:**

Dependant on our disciplines and strike teams moving forward, which may dictate our audio prototyping progressing.

**Apollo Music Pre-Production Milestone 3 - 9.11.09**

**Overview:**

This music milestone focuses on prototyping the stealth system.

**Deliverable:**

***Wwise integration***

* Smooth transitions between a default Quest Theme arrangement and a companion arrangement for the "Stealth On" state.
* Triggered Stingers for Stealth Moves: these are short motifs that can be queued by specific player actions. A single event can call them on the game side, but on the Wwise side, variations are programmed to follow the harmonic progression of the background track.

This video demonstrates the following features:

* [**audio\_musicStealthWwise.wmv**](Videos/audio_musicStealthWwise.wmv)

***Stealth Music prototype***

This video demonstrates how a prolonged stealth state in game might queue a shift to the "Stealth On" arrangement.

* [**audio\_musicStealthDemo.wmv**](Videos/audio_musicStealthDemo.wmv)

**Next Milestone:**

The next milestone will focus on the following:

* Getting the stealth music features above running in game
* Getting key combat features prototyped in Wwise.

**Risks:**

General: Wwise integration is still coming on line and hasn't been tested.

Stealth Features In Game: Dependent on stealth move animations being finalized.

# PPM 3.12 – DOCUMENTATION

## [Milestone Schedule](Production/Apollo%20Milestone%20Schedule%20PPM3.docx)

## [Art Style Guide V2.0](Art/Apollo%20ArtStyle_v2.docx)

## [Resource Allocation & Assessment](Production/Resource%20Allocation%20&%20Assessment_PPM3.xlsx)

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

## [Vertical Slice Plan V1.1](Design/Apollo%20Vertical%20Slice%20Plan%20V1.1.docx)

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

## [Art Plan](Art/Apollo%20Art%20DEVdoc%20V1.0.docx)

## [Design Plan](Design/Design%20Plan.docx)

## [Design Doc Addendum](Design/Design%20Doc%20Addendum.docx)

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

## [Audio Design V2.0](Audio/Apollo%20Audio%20Design.docx)

## [Music Design V2.0](Audio/Apollo%20Music%20Design.docx)

## [Play Test Plan draft](Design/PlayTestPlan.doc)

## [DLC/Social Plan draft](Design/Apollo%20Social%20Plan.docx)