Ink Tactics: Prototype Release

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Demo Screenshots
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What Have We Done?

Conceptually, we...

▶ Formalized our movement engine.
▶ Fleshed out some basic gameplay ideas.

We have implemented...

▶ The infrastructure of the game (World, Ink, Commands).
▶ The transfer of ink from the RealTimeStylus to the World.
▶ Basic rendering via DirectX.
▶ Basic World interaction between units and walls.
▶ Basic commands, e.g., paths and selection.

▶ No curve balls yet...
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The Next Steps

Finish up the Movement Engine

1. Disambiguate some of the more-complicated commands, e.g., group selection.

2. Implement advanced commands: waypoints, path dragging, etc.

Finish up DirectX Rendering

1. Move away from UserPrimitives to VertexBuffers.

2. Introduce key player-feedback elements, e.g., group halos.
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Our Alpha System

Ideally: A (mostly) complete game that needs

1. Tweaking to the movement engine: “what feels right to the user”?
2. Fine-tuning of renderer to approximate “ink-like” graphics.
3. Additional gameplay elements, e.g., Ink Wells, Chompers.
4. Some playtesting from you.

Realistically: A game that needs

1. Final additions to the core movement engine.
2. Modification of the renderer to get “acceptable” graphics.
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