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HS 2015

Was wird im PPS gemacht

- Eigene Projekte oder Umsetzung von zahlreichen Ideen und Verbesserungsvorschlägen
- Programmieren
- Level design
- 3D art



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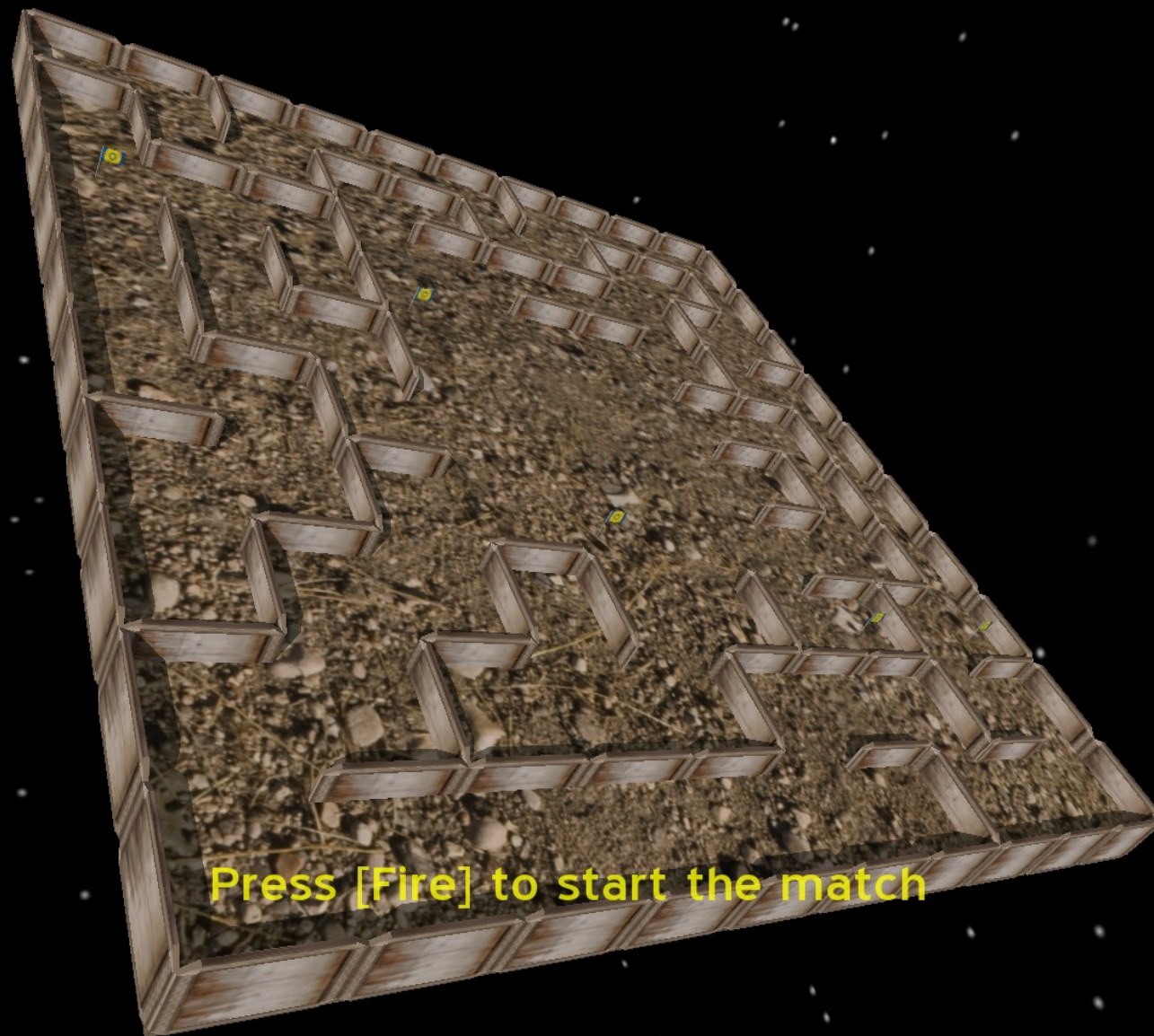
Hover





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Press [Fire] to start the match



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0:18:69s





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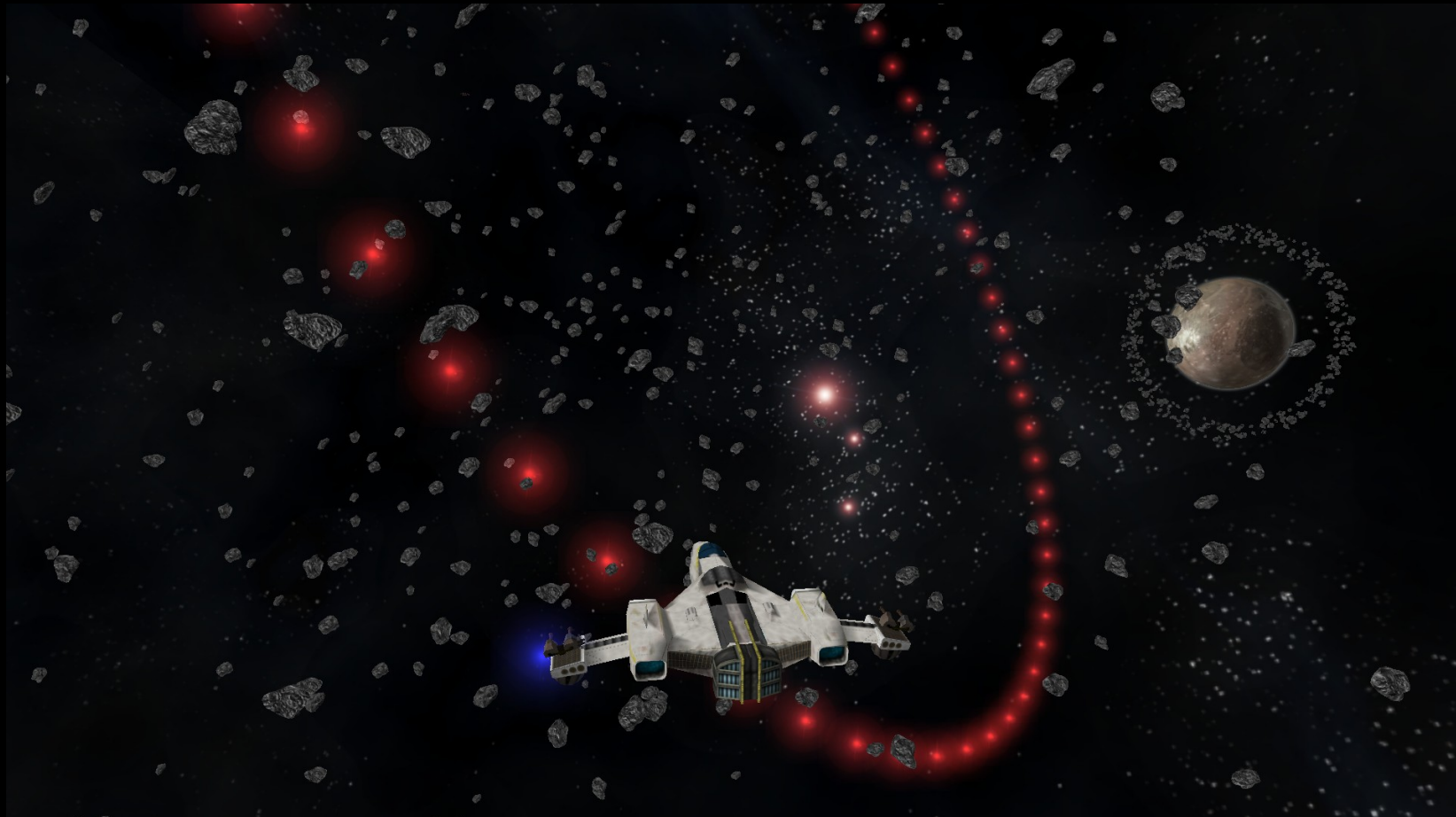
Campaign Design

- 3 Levels in new campaign
 - Expedition of a Sector
 - Protect the Shuttle
 - Confront the Enemies
- Added a new model for the shuttle
- Updated Campaign Menu



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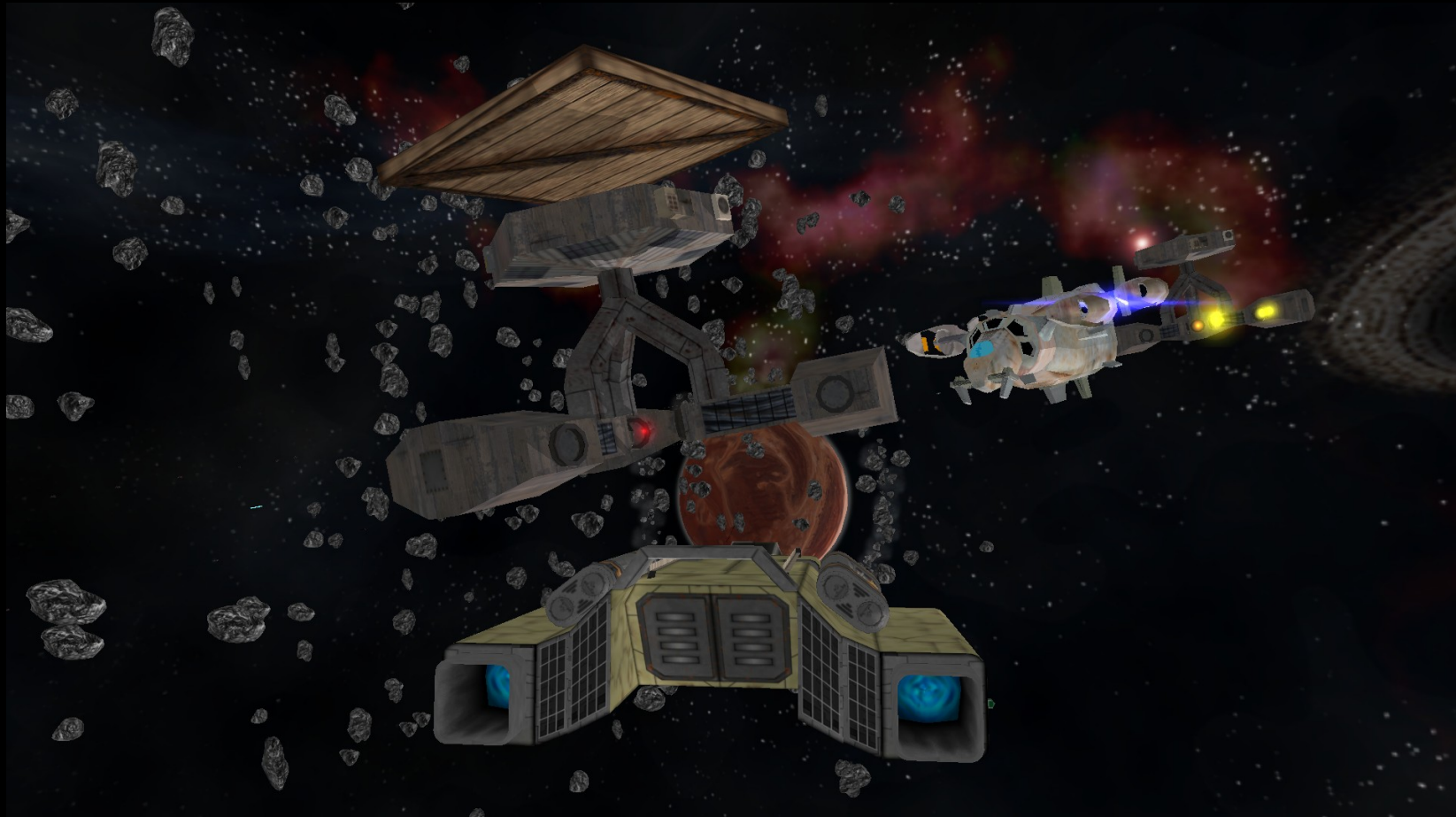
Expedition to a sector





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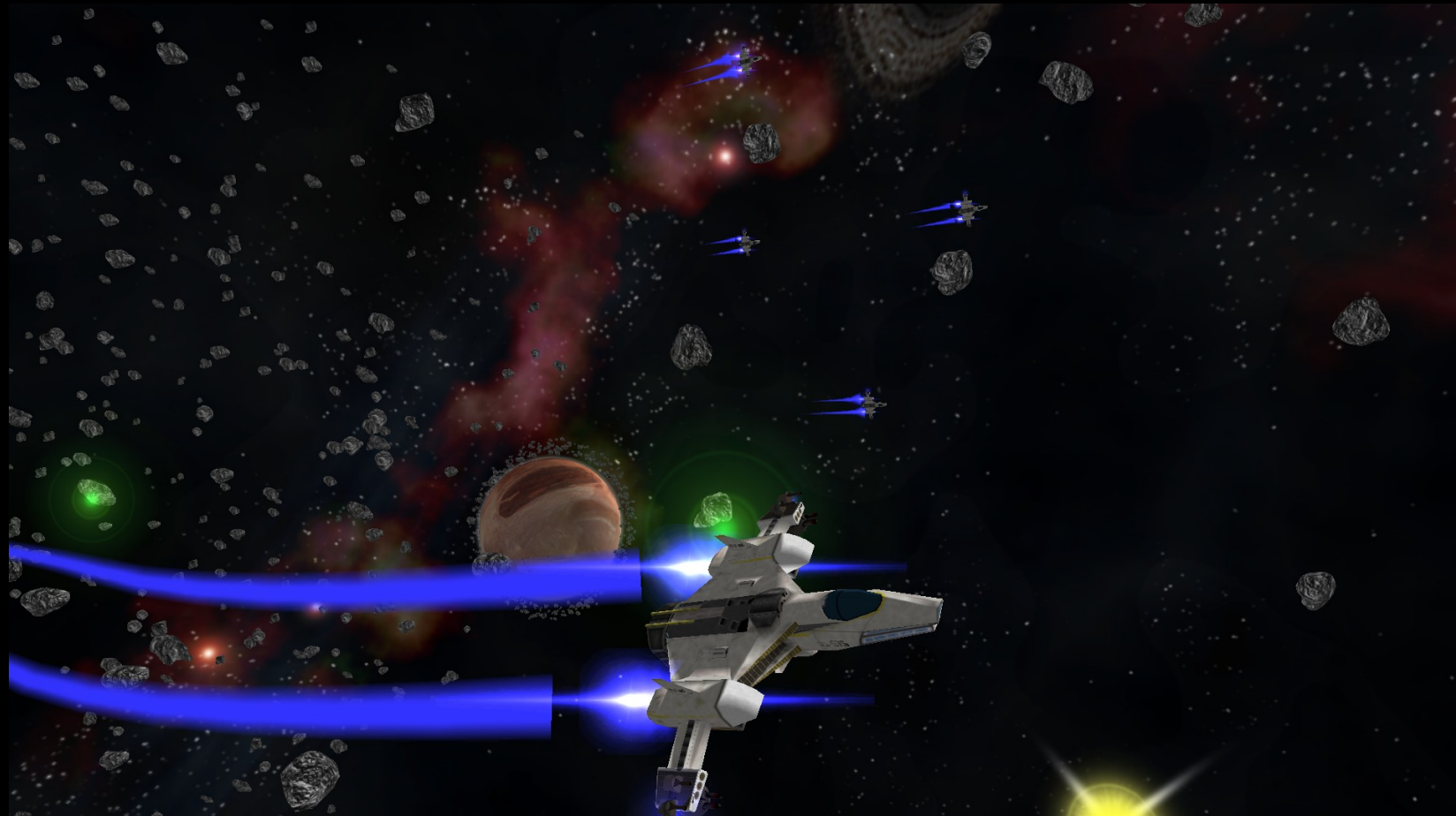
Protect the shuttle!





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Confront the enemies!





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New Shuttle





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Updated Campaign Menu

- Mission One
- Fight in our Back
- Pirate Attack
- Trip to Area 51
- Area 51 under Fire
- Escape the Bastards
- Expedition to Sector 5C
- Shuttle under Attack
- Retaliation
- Back



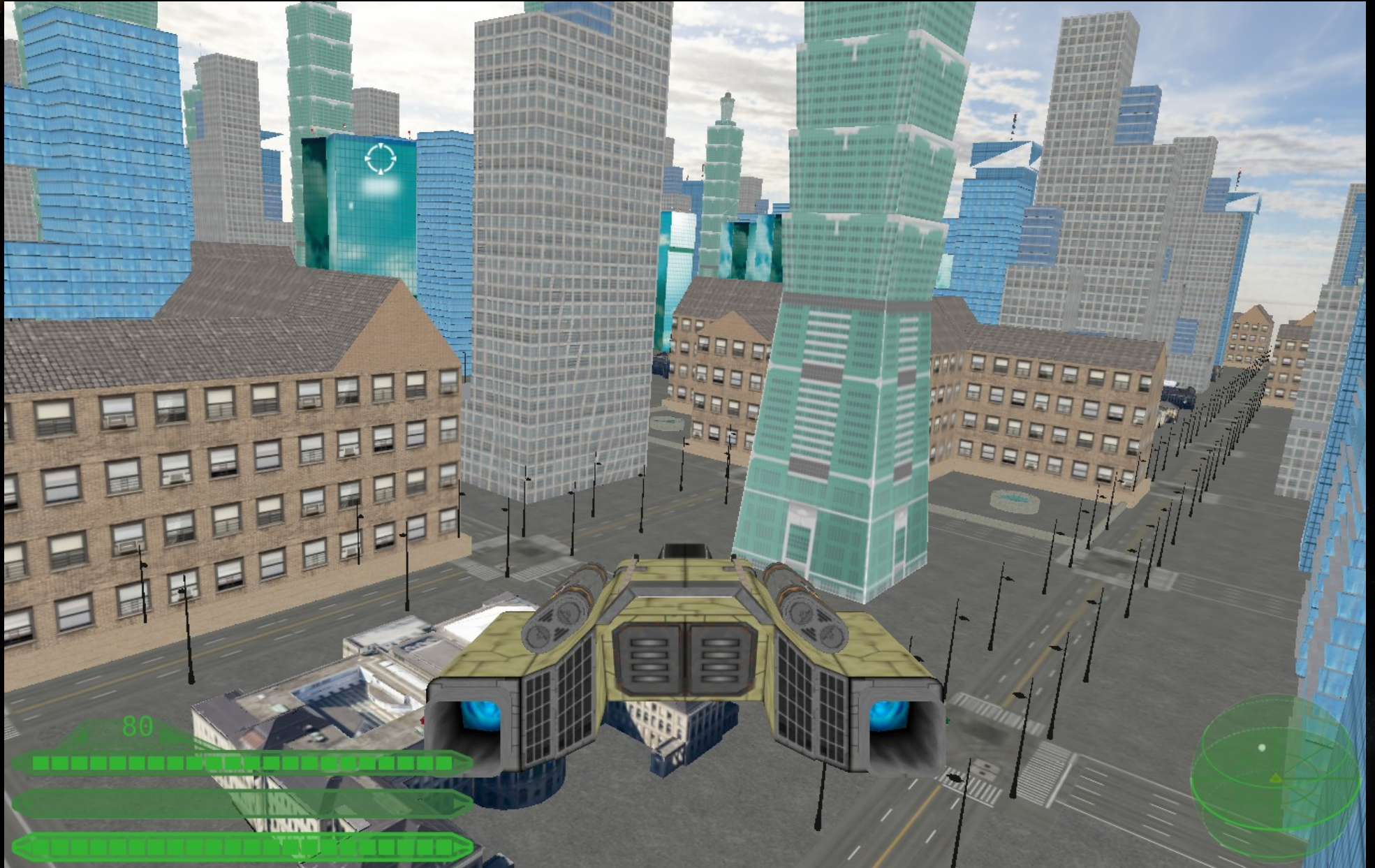
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Planeten-Stadt-Level

- Start im Weltraum, neben dem Planeten Erde
- Wenn man in den Planeten „Hineinfliegt“, wird man durch das Portal-System in eine Stadt teleportiert
- Das Eventsystem sorgt dafür, dass die Stadt unsichtbar bleibt, während man sich im Weltraum-Teil des Levels befindet.



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Planeten-Stadt-Level

- Die Stadt wird bei jedem Laden des Levels zufallsgeneriert
- Ein Lua-Skript erstellt ein rechteckiges Gitter und ordnet jeder Zelle eines von 7 zufälligen Häusern zu.
- Boden und Strassenlaternen



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ExplosionPart

Vorher:

- Gleiche Explosion für alle Pawns
- Explosion nur im Code anpassbar
- Explosion in 2 Klassen geschrieben



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ExplosionPart

Jetzt:

- Alles in einer Klasse
- Frei anpassbar
- Explosion wird im XML-file definiert



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ExplosionPart - XML

```
<explosion>
```

```
  <ExplosionPart
```

```
    mesh=" " minspeed=0 maxspeed=0
```

```
    effect1=" " effect2=" " offset="0,0,0"
```

```
    direction="0,0,0" angle=0 delay=0 scale=1
```

```
  />
```

```
</explosion>
```



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New AI Controller

- What's new
- Class Hierarchy



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What's new

- Better fighting logic!



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What's new

- Better fighting logic!
- Different Formations implementation



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What's new

- Better fighting logic!
- Different Formations implementation
- Actionpoints instead of Waypoints



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What's new

- Better fighting logic!
- Different Formations implementation
- Actionpoints instead of Waypoints
- MasterController



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Class Hierarchy

- CommonController (?)



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Class Hierarchy

- CommonController (?)
- FlyingController



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Class Hierarchy

- CommonController (?)
- FlyingController
- FightingController



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Class Hierarchy

- CommonController (?)
- FlyingController
- FightingController
- ActionpointController



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Class Hierarchy

- ActionpointController
- Division-, Section-, WingmanController



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Class Hierarchy

- MasterController



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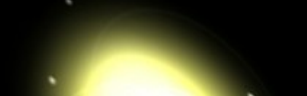
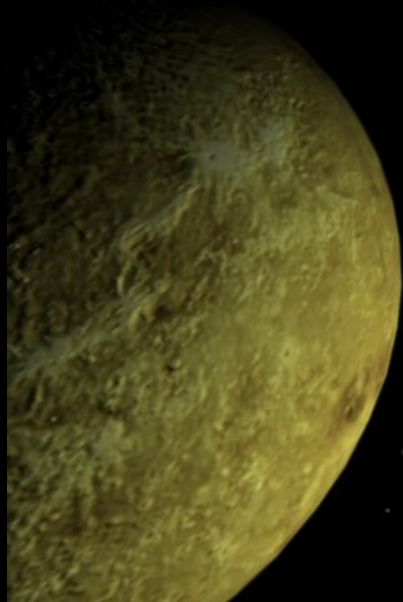
Particle effects





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Raketenantrieb

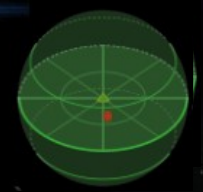
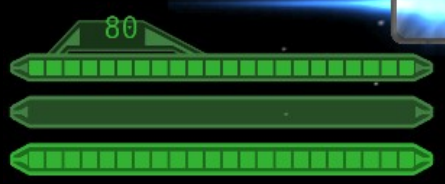
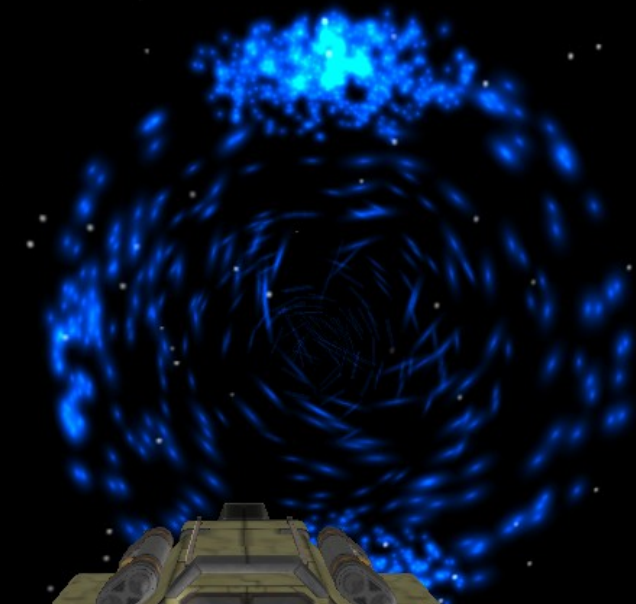




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Mine





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Demo

