

HyperFlight

By Claes, Jake, Jamie, and Joe



Conceptualization



- Some sort of sidescroller
- Something action oriented
- Ideas like fighter or platformer game
- Decided on arcade style space game with a final boss



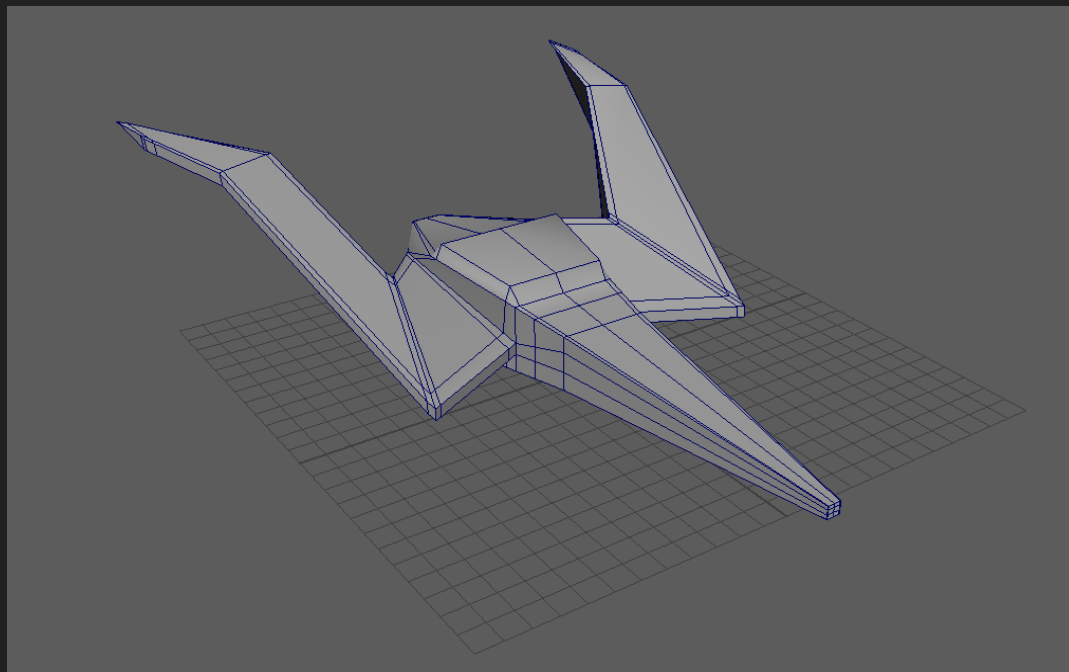
Programming

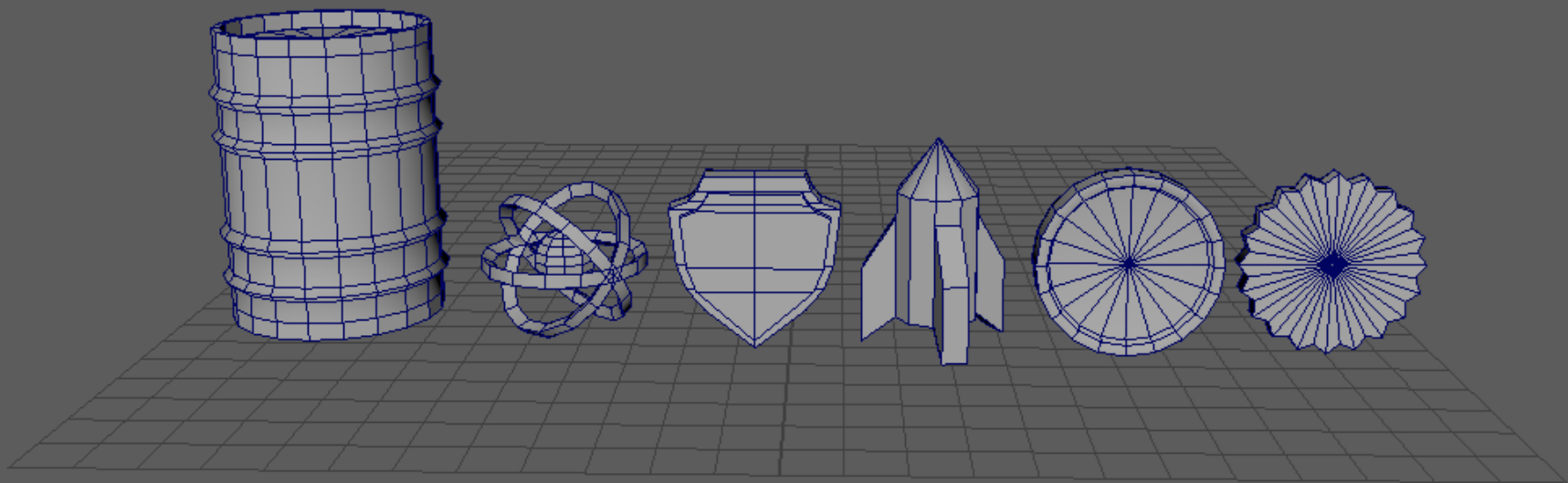


- I started by making the game movement.
- Then I set the camera up in a fixed location.
- I set up a spawner that spawns the asteroids and the star pieces.
- I added the health and score system next.
- Then I added the fuel system and the menus.

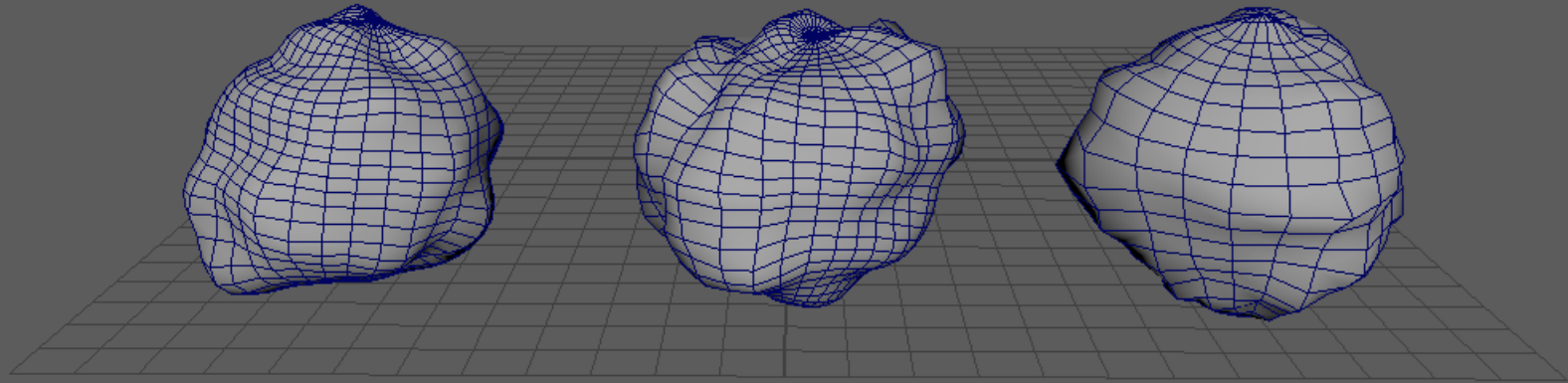
3D Modeling:

I tried to keep the polygon count low to achieve better overall performance.





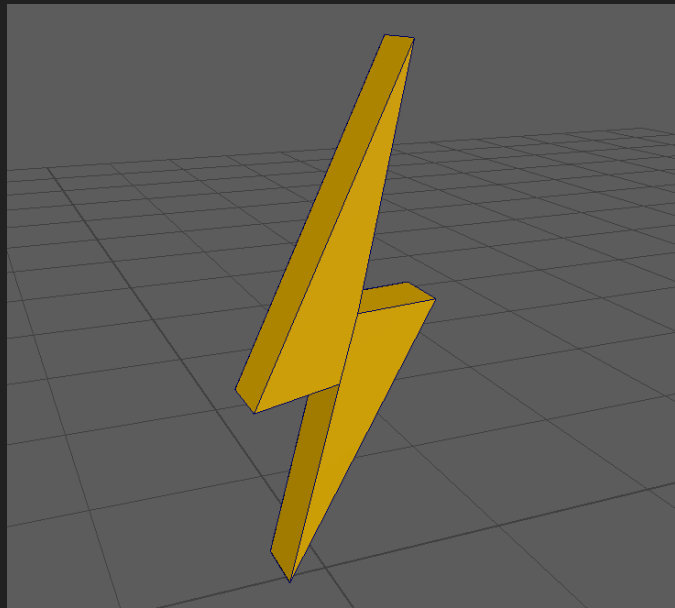
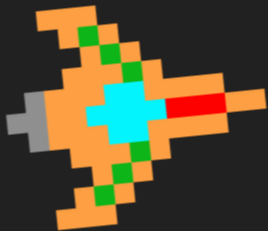
I used a sculpting tool to give the asteroids a more authentic and natural look



Cut 3D Assets:

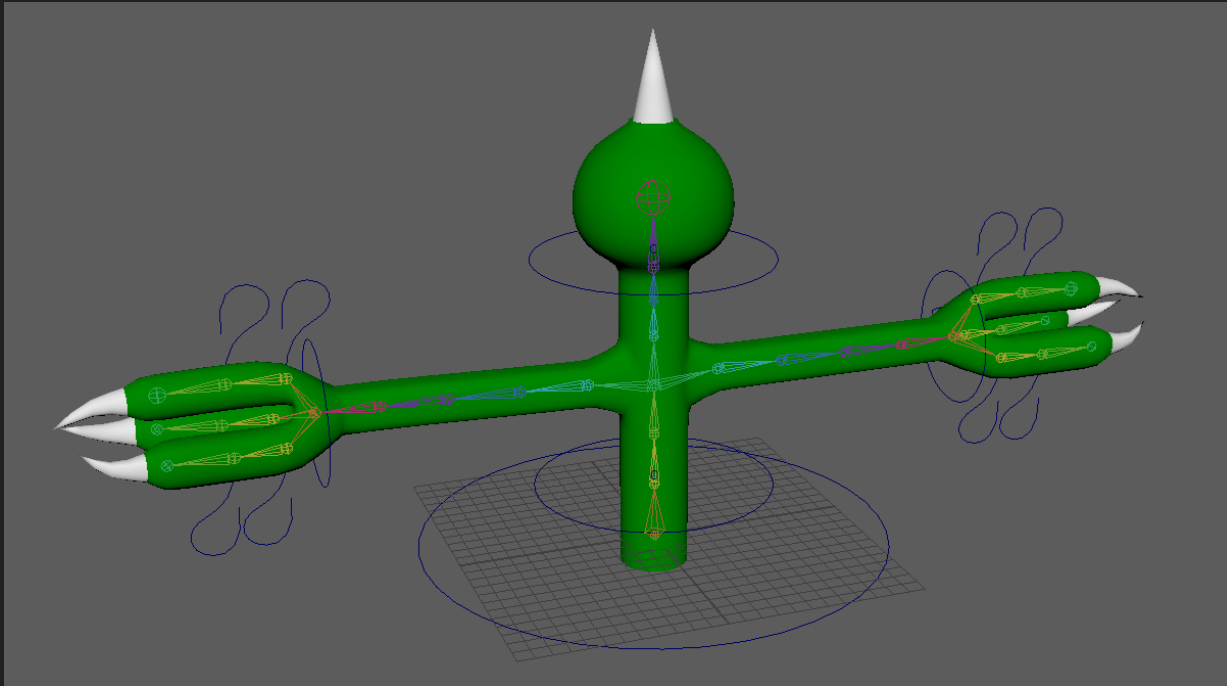
For the most part, everything I modeled was utilized. However, there were a couple powerups we originally planned to include in the game.

Here's the model for the Speed PowerUp:

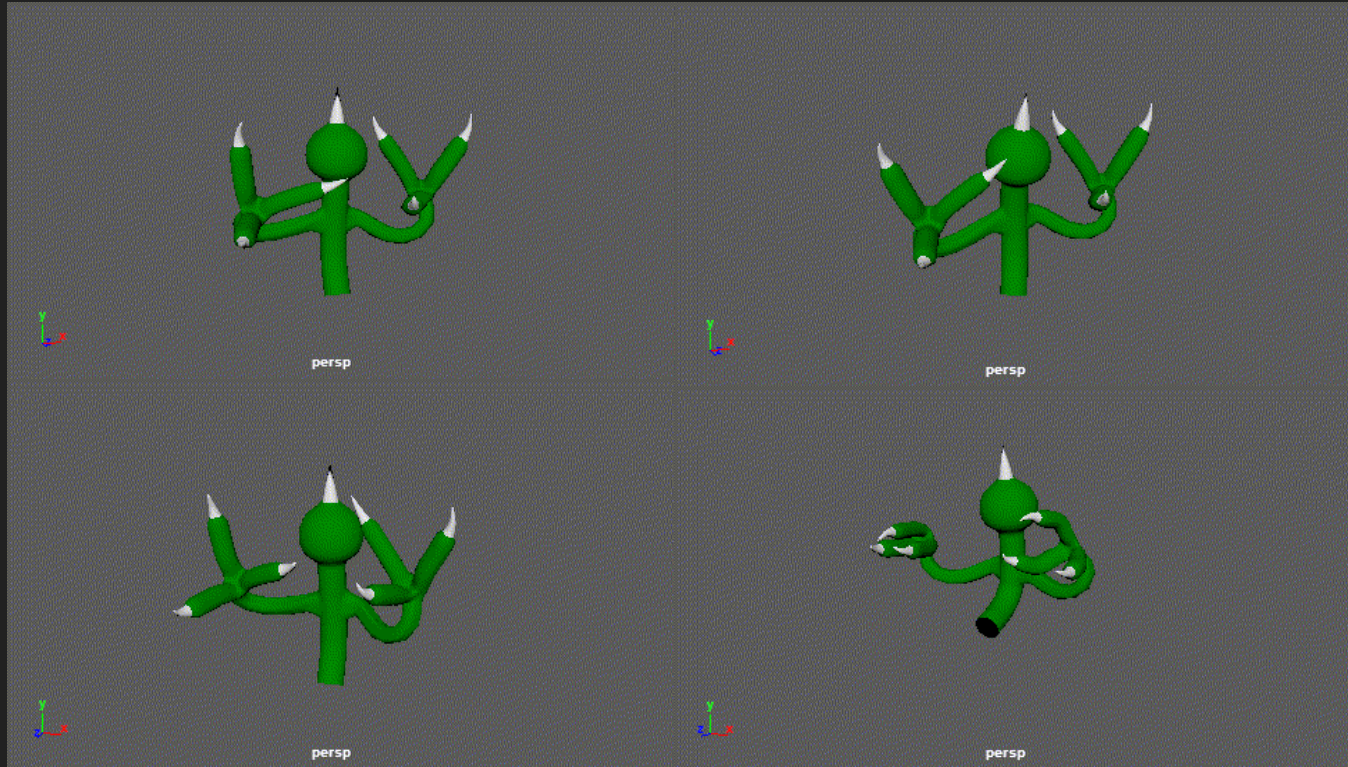




However, the largest piece of cut content in the whole game was the alien fight.

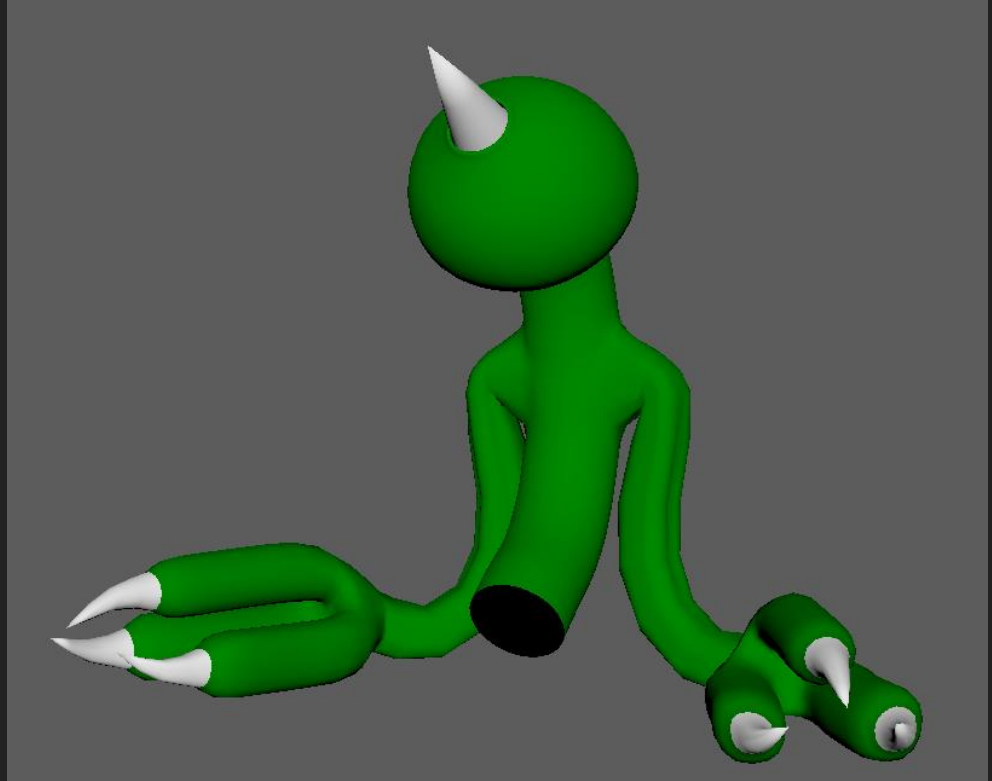


And yes... he was fully animated.





It happens.



Early Artistic Direction



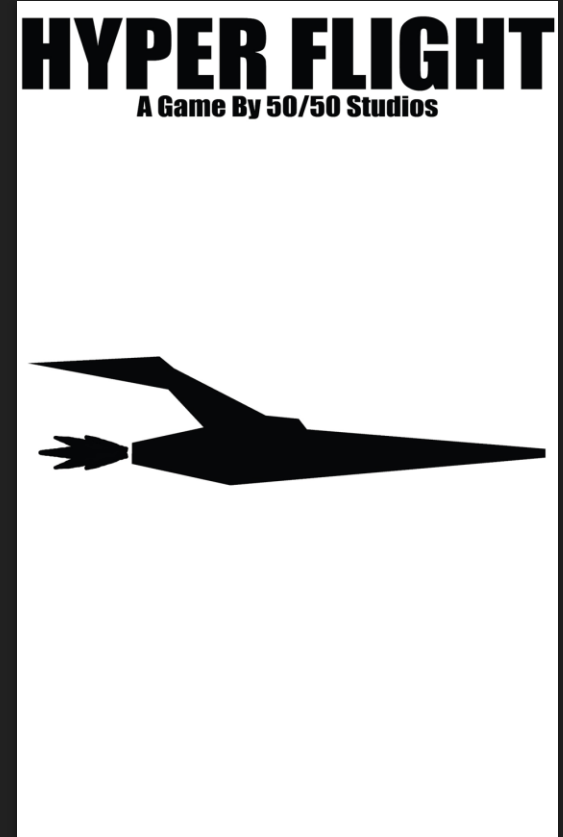
- Made textures with flat colors and lines
- Had to design around textures being stretched over models
- Made 3 posters, none were used
- Redesigned UI because it didn't fit the theme



We scrapped this cool button I made because no one liked it.



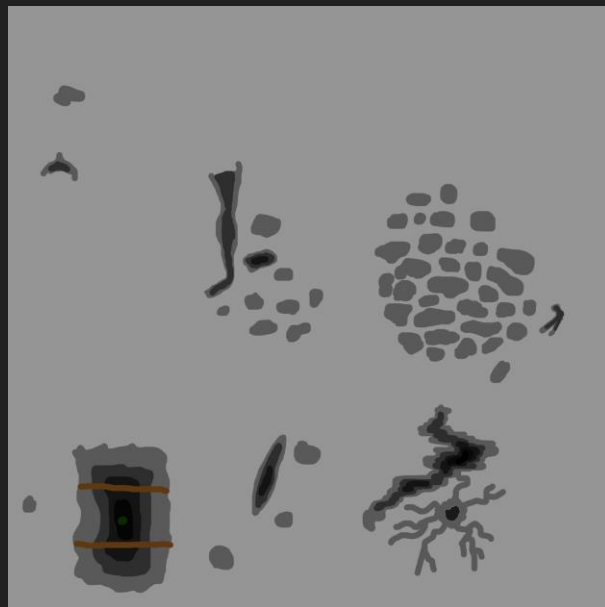
Unused Posters



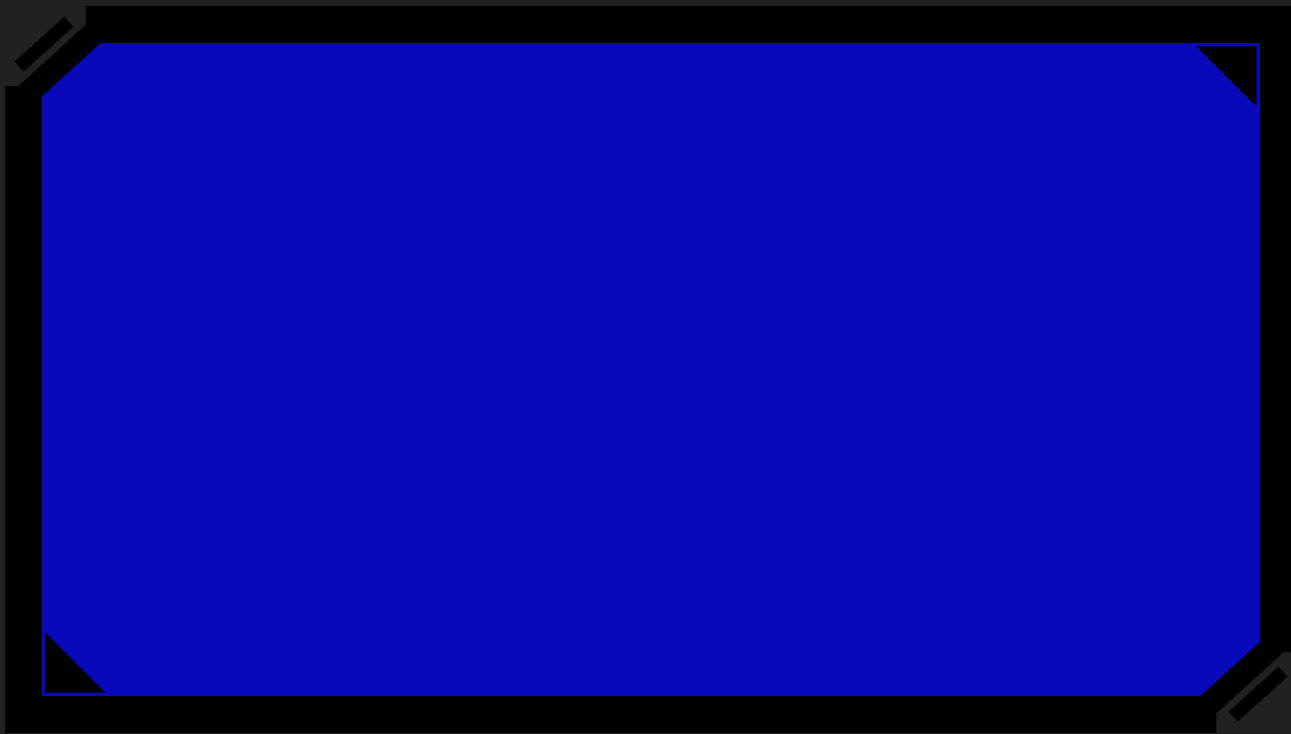
Here's the poster we went with:



More Unused Content



Yet More Unused Content



Early Sound Orientation

- Looking to match the theme
- Lots of strings to set a tone
- Turned out very intense
- Refined the track
- Eventually decided not to use



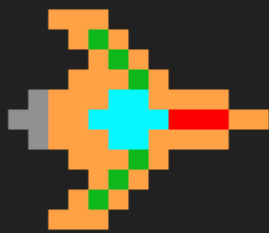
New Music



- Went for a more arcade feel
- Created and found different sound effects
- Found a use for the original track



Powerups



We decided to add power ups because we had extra time and our base game was simple.

We decided on five powerups to add to the game but one of them was cut.

Because we cut one we added another one so we still have 5 power ups.

After I added power ups we decided we should be able to turn them off so we added another gamemode.

Then I added a pause button.

At the end I also added blitz mode which is very fast and a credits button.