

# Arcanius



# story

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Neophyte Centauri of the Lightwalker's Guild of the  
Nebulous Empire!

Rite of Passage: Beacon & Energy Circuit (thanks Bob!)

Three Planets, One Moon

Limitation: No Stars or Inhabited Planets

# gameplay

Two minute timer for each planet / moon.

Time's up → minor failure, Game Over!

Start in core of random planet (world appears semi-transparent); center view and ascend to surface; shoot target with bow and energy drawn from wherever you're standing.

Planets have limited energy; some is lost if you miss.

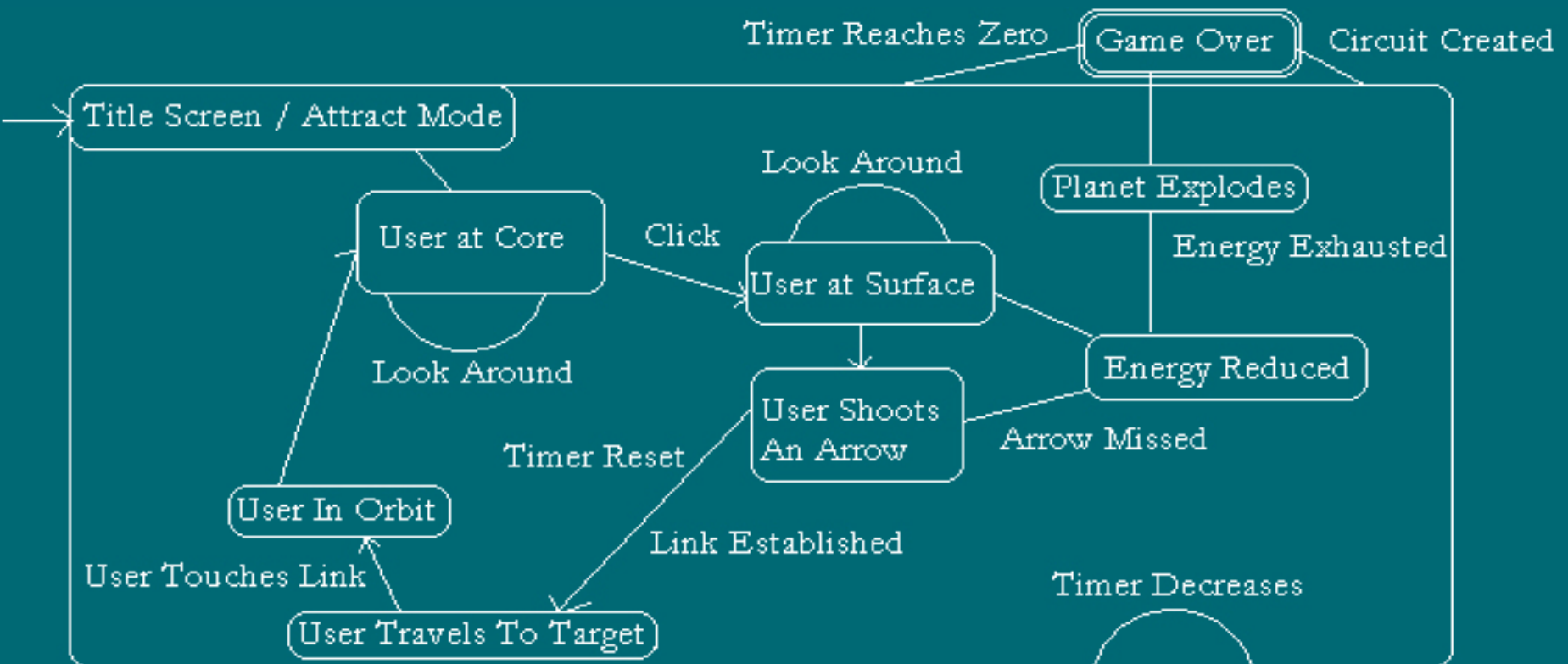
Waste too much and planet explodes → Game Over!

# more gameplay

Hit a planet → new link created, you go there automatically (arrive in orbit). Timer restarts. Touch link again to descend directly into core (can't stop at surface on way down). From there, pick your next target and repeat.

Environment: sounds, gravity, pressure, scale.

# game state?



# what's in

solar system (placeholder models)

background music

modes: core, surface, orbit, lost in space

links implemented using cylinders and pivots

mouse and keyboard controls (partial)

# to be added

character and bow & arrow models next week  
planet-specific sounds (with pitch distortion)  
orbital paths, planet icons, stars!  
end-game sequences (explosion / beacon)  
better links between planets (motion blur)  
title screen / attract mode (undetermined)  
trackball support, jumping  
planets positioned as in reality

# outstanding issues

var# for floats!! (snd\volume)

drawing orbits (3d circles): algorithm using  
cameraproject OK except must be after  
RenderWorld & unsure how to find surface pt.

chase camera flips when revolved by a pivot??

game slowdown noticeable: hide far entities.

stereo's not working (scale / camera problems).



# demo & other stuff

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Our website:

<http://www.evl.uic.edu/julieta/asterisk>

Julieta Aguilera is in San Paulo, Brazil for the  
Virtual Worlds Festival! How warm is it there?