Brian Curless (University of Washington)
<table>
<thead>
<tr>
<th>Mon</th>
<th>Wed</th>
<th>Fri</th>
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<tbody>
<tr>
<td>11/20</td>
<td>THANKSGIVING</td>
<td>THANKSGIVING</td>
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<tr>
<td></td>
<td>Newgrounds Release Report due 11:59pm</td>
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<tr>
<td>11/27</td>
<td>11/29 Kongregate Release 1</td>
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<td>12/1 Kongregate Release 2</td>
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Kongregate Release 11/29-12/1

- Needs 15 levels
- No other new requirements
- CMS deadline = Friday, 12/1 at 10:10am
- May release in class 11/29 if you are ready
- Must release by end of class Friday, 12/1
Email from Tom Fulp

Let's celebrate all these musical updates with a musical game!

Tower of Tune
(4.07 / 5.00, 132 votes and 3,282 views)
P-Bot's Daily Picks

1. **Pmation: “Shock And Roll”**
   - by **Pencilmation**
   - Movie | 406 Views | E

2. **Direkt**
   - by **PaulDeVito**
   - Game | 1,044 Views | E

3. **Kirigami**
   - by **lidavidm**
   - Game | 4,612 Views | E

4. **Puppet Regime Demo Reel**
   - by **GruntVonVeizatun**
   - Movie | 327 Views | T

5. **That Time I Smashed My C...**
   - by **philipkbrayne**
   - Movie | 381 Views | E

P-Bot's Daily Picks

1. **Tower of Tune**
   - by **ReidWade**
   - Game | 3,428 Views | E

2. **Arc Shield**
   - by **aliciabunzhou**
   - Game | 1,888 Views | E

3. **Sticks (Animatic)**
   - by **EvanClifford**
   - Movie | 291 Views | T

4. **Burrito Bash!**
   - by **Stratus-Games**
   - Game | 616 Views | E

5. **Outfoxed!**
   - by **aliu139**
   - Game | 1,624 Views | E
International Support

2017年11月19日
ゾンビのフードトラックお仕事ゲーム  The Zombie Food Truck

ゾンビがフードトラックでお仕事シミュレーションゲーム。（WebGL）利用したお客さんに元気なゾンビを提供させ、お客さんからオーダーを取りテトラック内の調理師でハンバーガーや料理を作る出来上がった料理をお客さんに運ぶと売上になります。
料理を出すたびにゾンビのエナジーが消費、エネルギーはお客さんが食べたハンバーガーのマッチでクリーニングすると回復、左下タイマーが戻り、右上の売上目標を達成するとクリアとなります。
残した敵を全滅させた物語で各種アップグレードを購入できます。（情報：名無しさん）

【開始方法】
ロード終了後 NEW GAME→Continuous→チュートリアルから開始
（次回はCONTINUEで開始から）※WebGL用のブラウザが必要

【クエストメニュー】
ハンバーガー：中央のエレベーター
フライドポテト：右上の台でポテトを切り、横のフライヤーへ
ドリンク：左上で氷を取ってドリンクマシンに入れて注ぐ

【アップグレード】
Tier Upgrade
- Food Preparation Speed：調理スピードアップ
- Customer Patience：お客様の控え耐えアップ
- Body Cleaning Speed：クリーニングスピードアップ

Permanent Upgrades
- Add a new stove：バーガー調理道具追加
- Add a cleaning mat：クリーニングマット追加
- Add a new Fryer：フライドポテト追加
- Increase Ice Capacity：ドリンクマシンの氷の貯蔵量アップ
- Add a new drink machine：ドリンクマシン追加

【操作】
[W][A][S][D]：方向キー・移動
[Space]：オーダーを取る、調理する、料理を運ぶ、クリーニング
[E]：お客さんを食べる

2017年11月20日
忍者の空間切斷アクションパズル  Kirigami

空間を切断して移動させる能力を持つ忍者のアクションパズルゲーム。主人公の忍者キャラを操作し、手裏剣を取るのが目標です。
ステージ内の向かい合う場所をクリックし、そのままドラッグしてラインを引いて指を離すと空間が切断されます。（切断中は時間が停止）
切断された空間はドラッグしてスライド移動させることができる。通路の位置まで動かしたらDONEボタンで決定して試行。キャンセルは×ボタン
床や建物は切断したり画面外へ移動させることはできません。
規定のカット回数（PAX）以内でクリアすると☆がつきます。
（情報：名無しさん）

【開始方法】
ロード終了後 PLAY→レベル選択→チュートリアルから開始
※IE以外のブラウザが必要

【操作】
ドラッグ：空間の切断、スライド移動
[A] [D] [↑] [↓]：キャラの左右移動
[W] [↑] [Space]：ジャンプ
[R]：リスタート
※アップグッデション動かすことができないので画面下のボタンで
International Support

- “Simulation game in which a zombie works at a food truck.”
International Support

“[Directions]
[E]: Eat a customer

I laughed just from this.”
What is game polish?

- Hard to define objectively
What is game polish?

"Polish is often adding things nobody will ever notice, comment on, or appreciate, but will notice, comment on and appreciate when they aren't there."

- Frank Kowalkowski, Alpha Protocol
What is game polish?

“Polish, to me, is the last 10 to 20 percent of effort where everything in the game is now working and you take the time to focus on the little details that have a big impact on the overall quality of the game. [...] Polish is extremely important, as it has the ability to take a good game and make it great.”

- Rod Fergusson, Gears of War 2
Polish is small details that:

• Are added intentionally
• Have minimal impact on the core mechanics
• Enhance the gameplay experience
• Are story, animations, sound effects, visual effects
Why is polish important?

- Makes games seem more fun than they really are
- Adds cohesiveness to the theme of your game
- Presentation can make a big difference
Importance of Presentation

Infiniminer

Minecraft
Importance of Presentation

Crush the Castle

Angry Birds
Twelve Basic Principles of Animation

Developed by Disney’s Ollie Johnston & Frank Thomas:

1. Squash and Stretch
2. Anticipation
3. Staging
4. Straight Ahead Action and Pose-to-Pose
5. Follow Through and Overlapping Action
6. Slow In and Slow Out
7. Arc
8. Secondary Action
9. Timing
10. Exaggeration
11. Solid Drawing
12. Appeal
Twelve Basic Principles of Animation

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12. Appeal
1. Squash and Stretch

- **Squash:** flatten an object or character by pressure or by its own power.
- **Stretch:** used to increase the sense of speed and emphasize the squash by contrast.
- **Note:** keep volume constant!
Twelve Basic Principles of Animation

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12. Appeal
2. Anticipation

- An action has three parts: anticipation, action, reaction.
- Anatomical motivation: a muscle must extend before it can contract.
- Prepares audience for action so they know what to expect.
- Directs audience's attention.

Which is heavier?
Twelve Basic Principles of Animation

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11. Solid Drawing
12. Appeal
3. Staging

• Present the idea so it is unmistakably clear.
• Audience can only see one thing at a time.
• Useful guide: stage actions in silhouette.

Which action is clearer?
Twelve Basic Principles of Animation

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7. Arc
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9. Timing
10. Exaggeration
11. Solid Drawing
12. Appeal
5. Follow Through and Overlapping Action

- Actions seldom come to an abrupt stop.
- Physical motivation: inertia
Twelve Basic Principles of Animation

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6. Slow In and Slow Out
7. Arc
8. Secondary Action
9. Timing
10. Exaggeration
11. Solid Drawing
12. Appeal
6. Slow In and Slow Out, 9. Timing

- Technique: **Easing**
- Replace linear interpolation with more interesting movement patterns
- Makes movement feel more natural/stylized
- [http://sol.gfxile.net/interpolation/](http://sol.gfxile.net/interpolation/)

![Easing techniques](easings.net)
Easing in *Thermo*
Thermo Demo

Press ENTER
Twelve Basic Principles of Animation

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11. Solid Drawing
12. Appeal
10. Exaggeration

- Bring out characteristics about your character or your world by exaggerating them
Exaggeration
Exaggeration
Activity: *Aground Polish*
Activity: *Aground* Polish

- With your group, play *Aground*
- How does this game make you *feel*?
- Identify five things you would consider “polish”
  - intentionally placed in the game to make it “feel” better, but minimal impact on core gameplay
- What can you learn for your own games?
Conclusion

- Polishing your game helps it stand out from the rest!
  - Esp. if your game mechanics are fairly simple
- Think of it not just as a game, but as an experience
  - Be in control of both visual and aural details