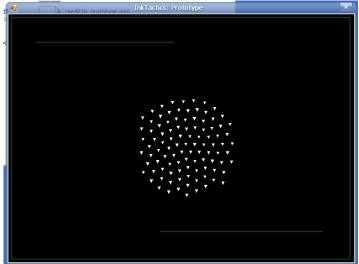# Ink Tactics: Prototype Release

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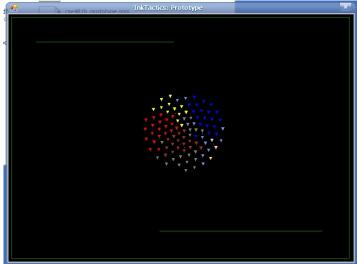Computer Science and Engineering
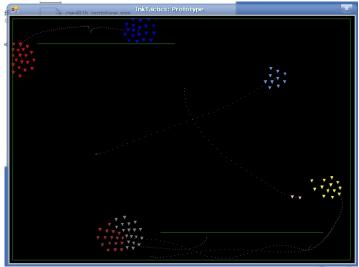tabletgroup@u.washington.edu

February 9, 2006

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`.
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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 additionals to the core movement engine.

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