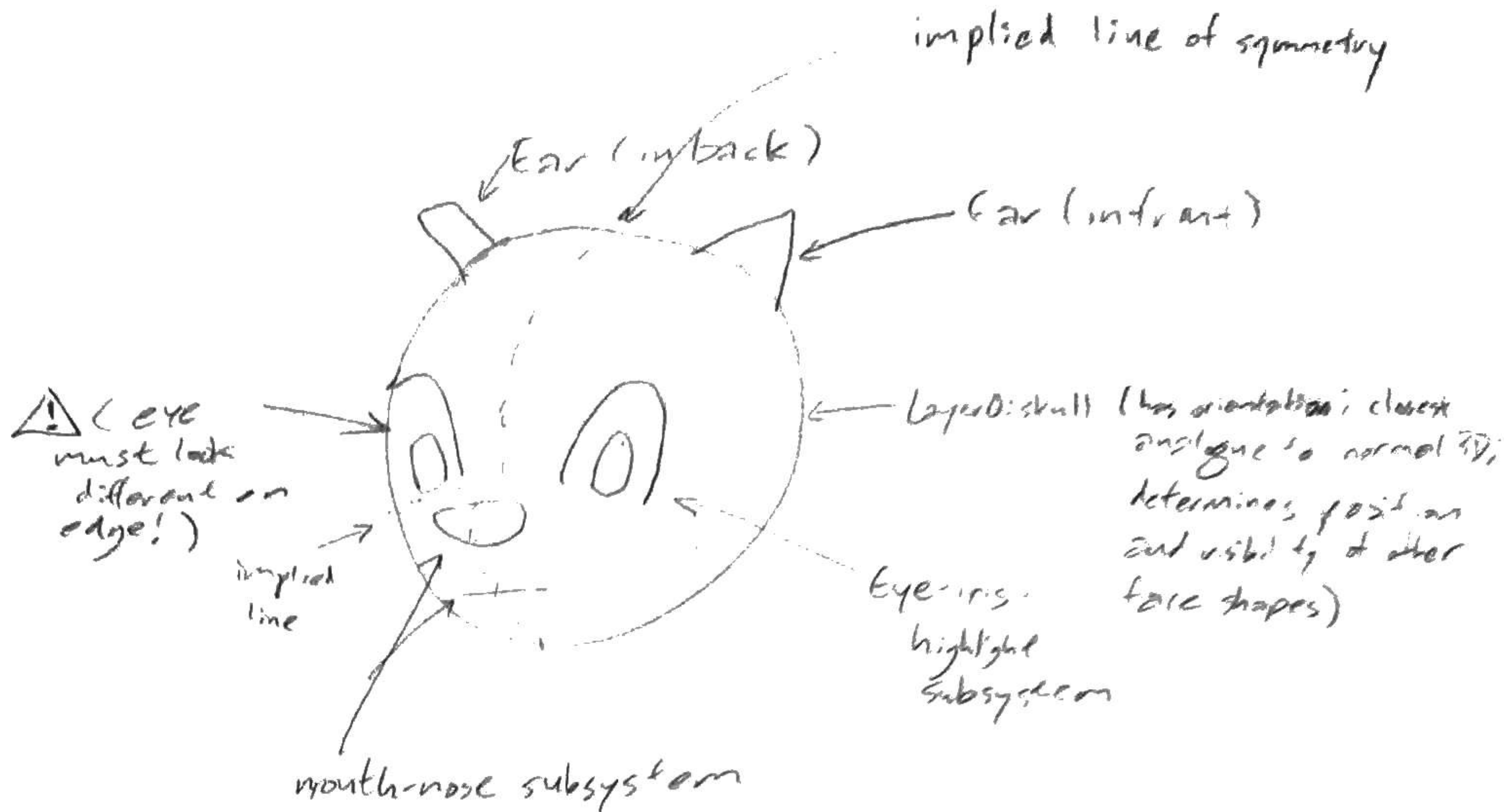


# Portrait Construction



- Ears, eyes, mouth kept separate for easier first attempts
- No shading for now, same reason
- Desirable features: vary line widths, space things out aesthetically (e.g. w/ spring forces)
  - "could be impossible" parts I was talking about (Flash is not a proof of this)

# Dynamic music mix (sample, theoretical)

mission complication

boss  
successful path

part A

part B

blood-rushingly intense

someone dies

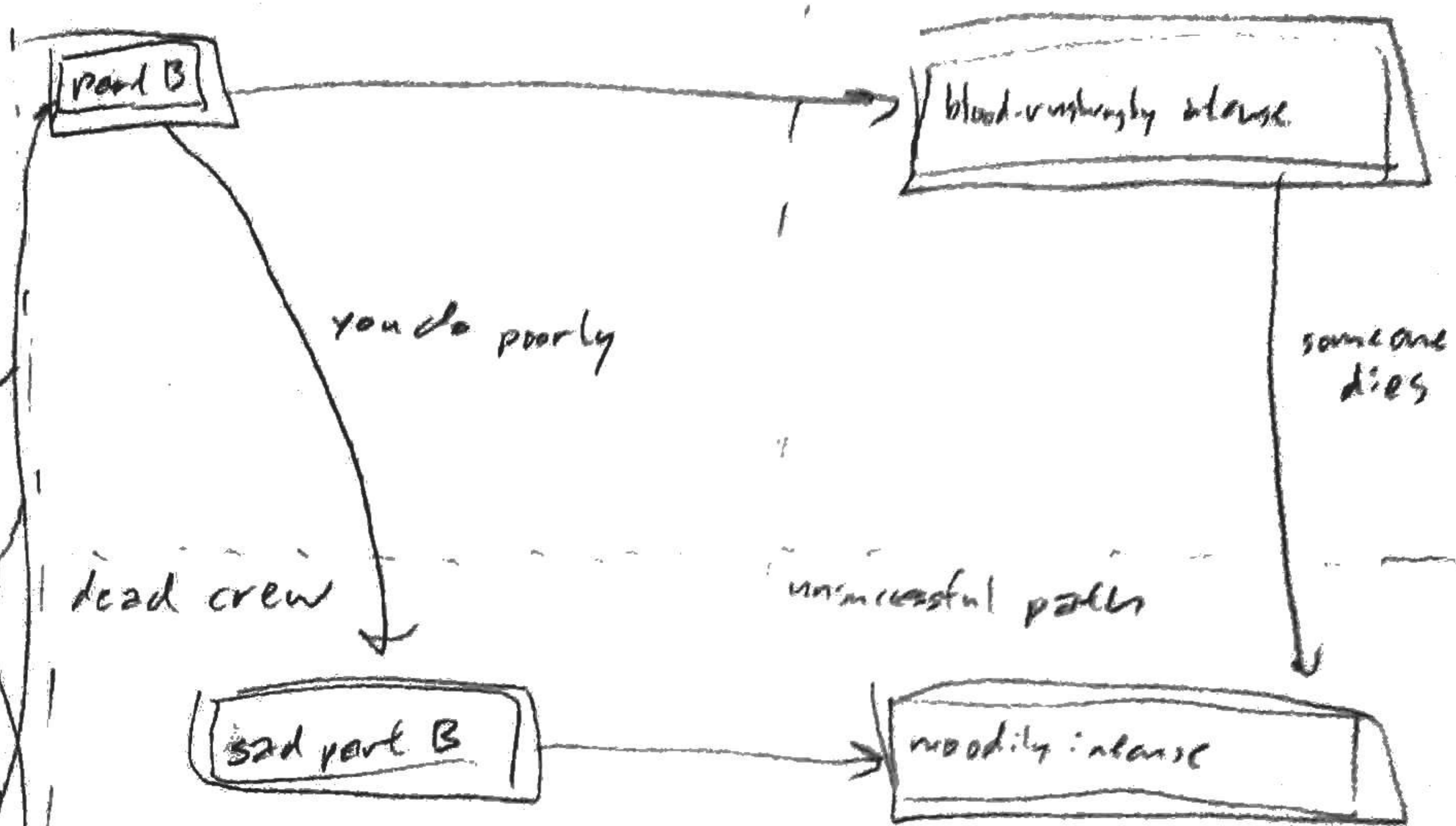
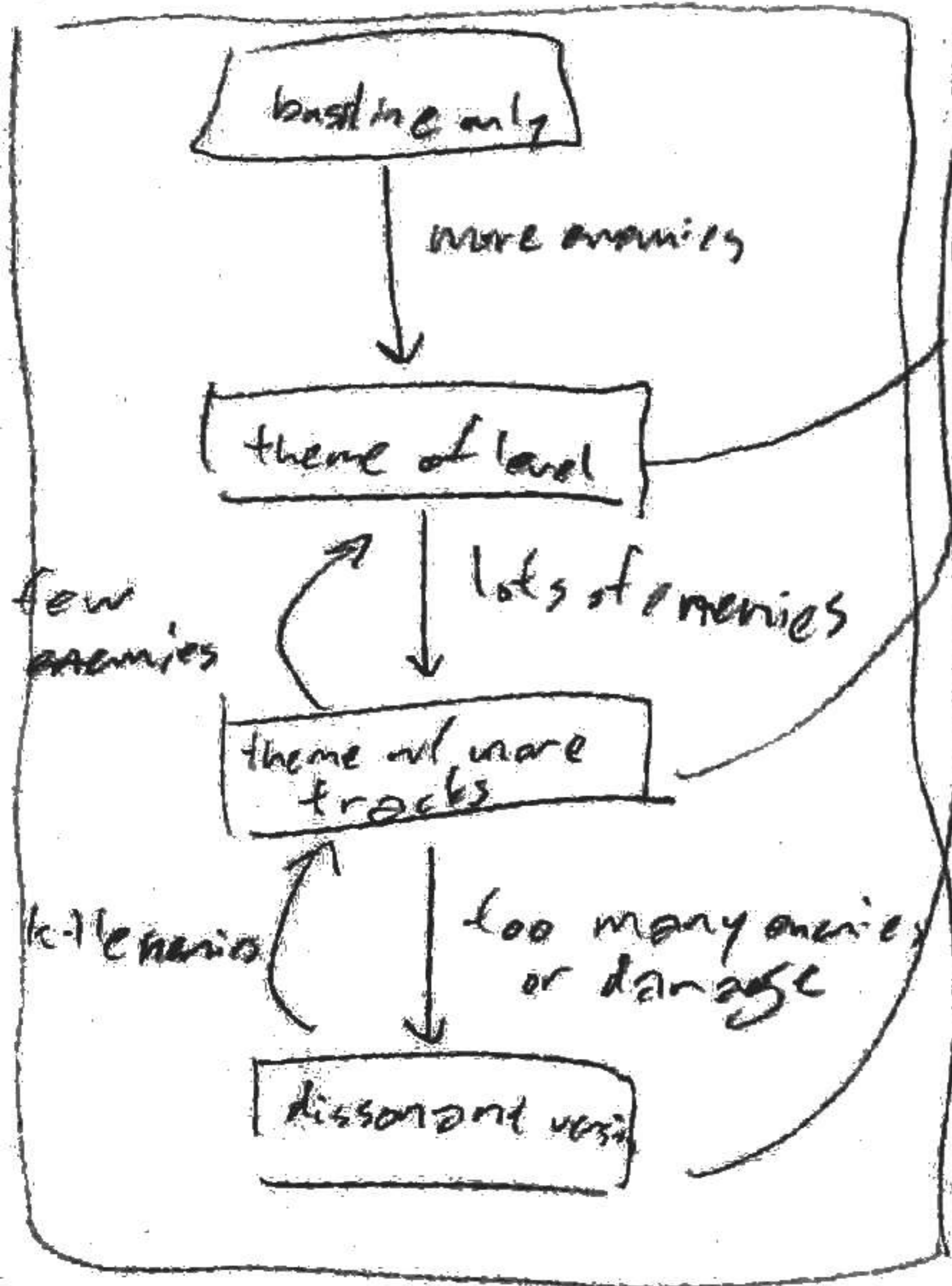
you do poorly

unsuccessful path

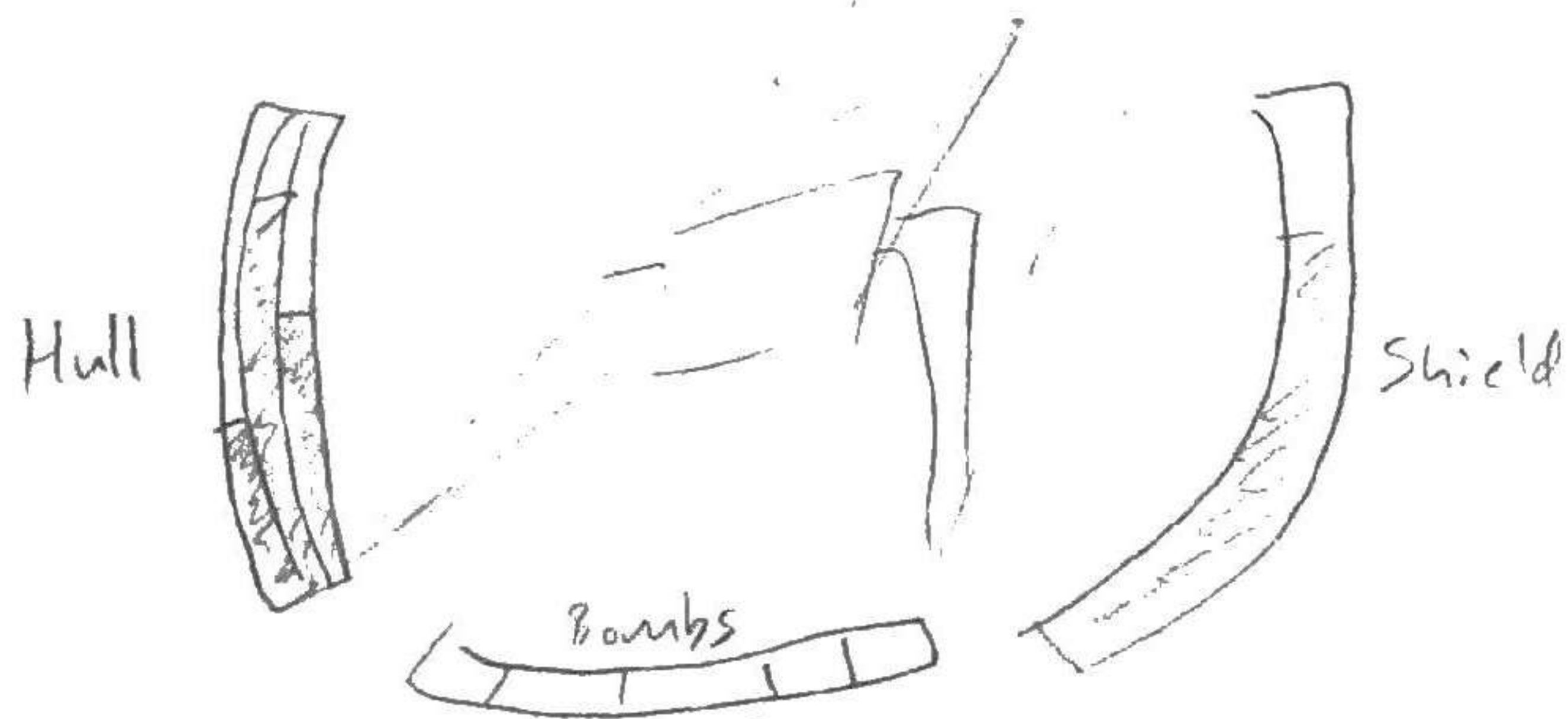
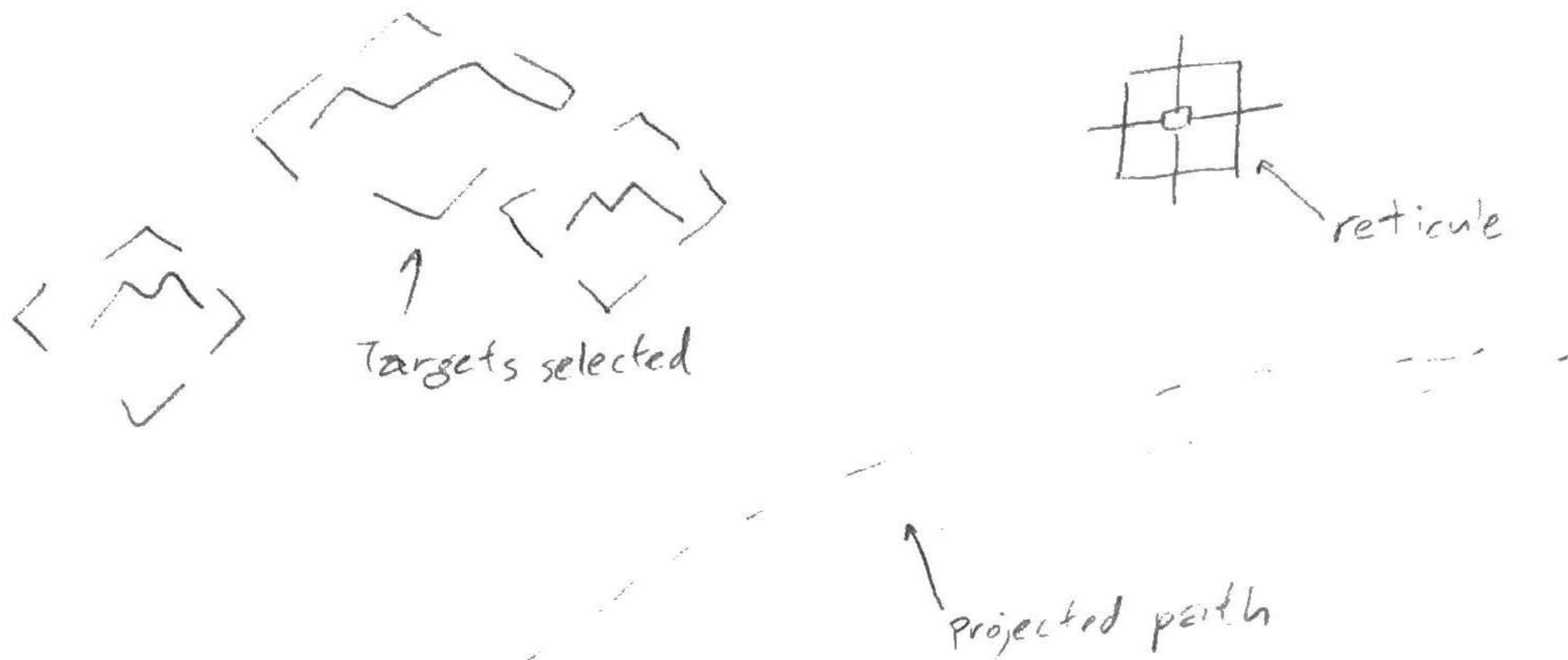
dead crew

sad part B

moodily intense



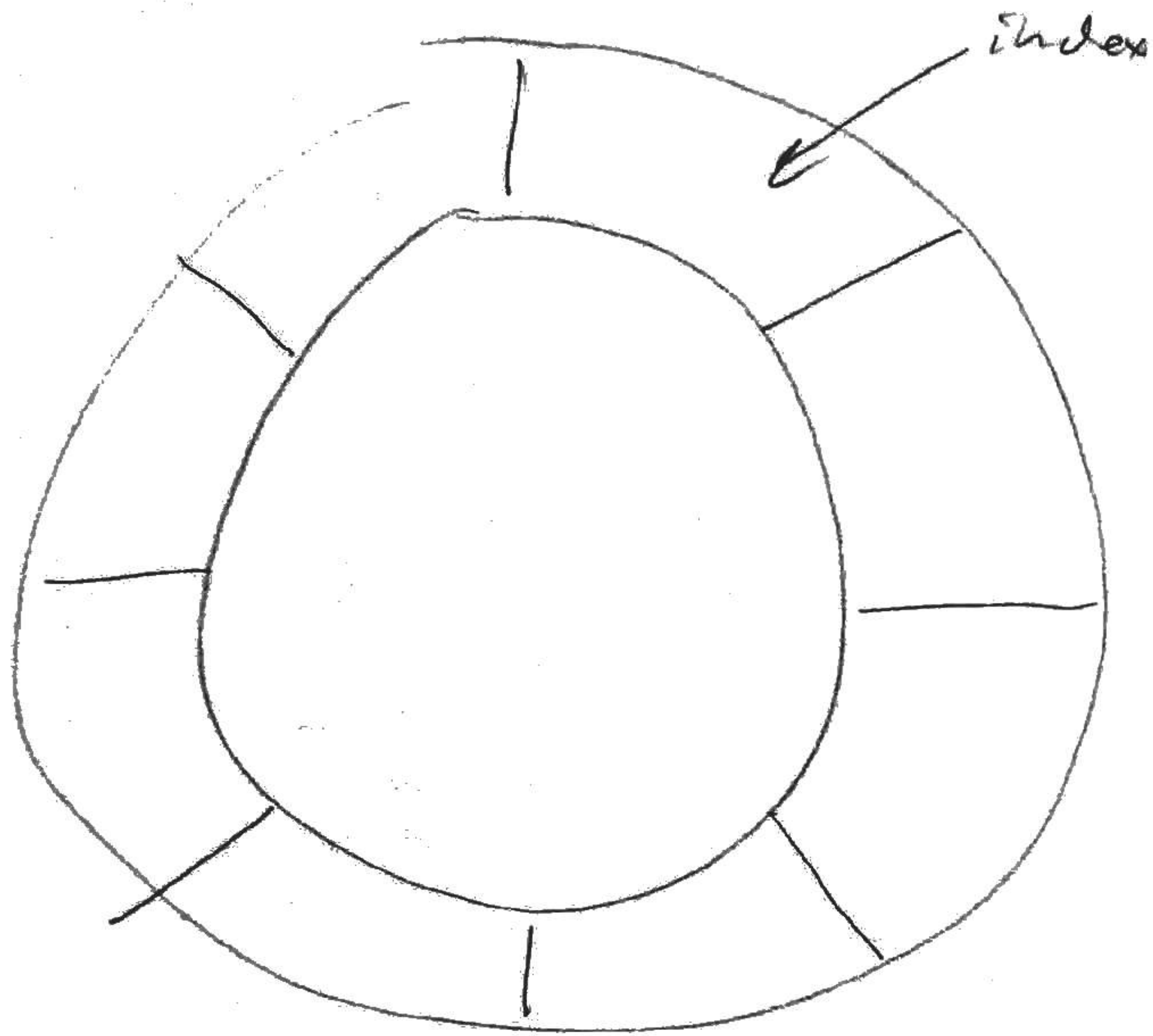
# Spacefight view



Shape-reading:  
Square: HUD, controls  
Triangle: Enemies (fighters)  
Circle: meters, dialogue  
Dashed lines: boundaries



# Input Ring Buffer



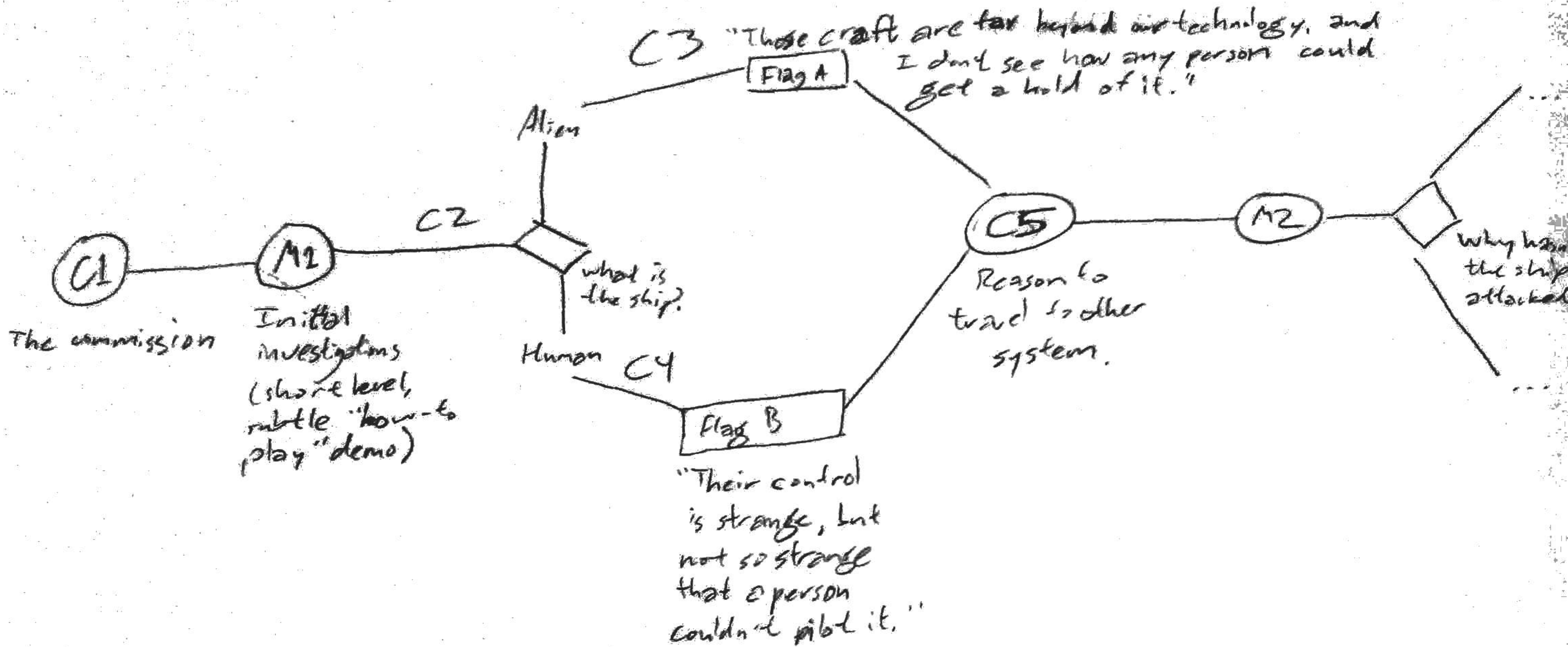
$$\text{index} = (\text{index} + 1) \% 8$$

$$\text{index} \&= 7;$$

out = weighted average

Averages out fiddly inputs

Mission structure sample  
(w/ simple binary decision)

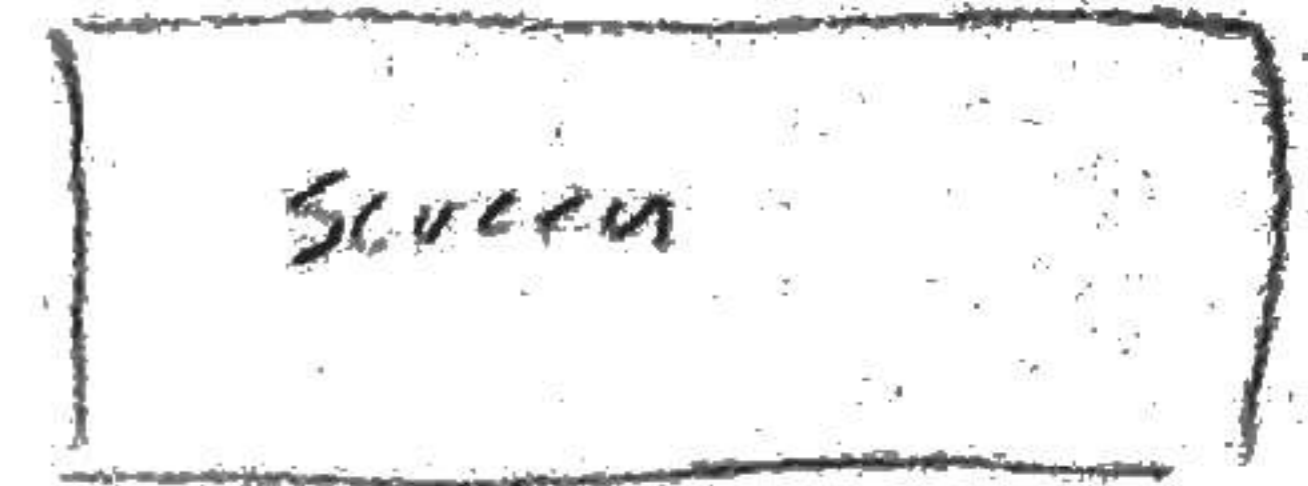


# Touch interface theory

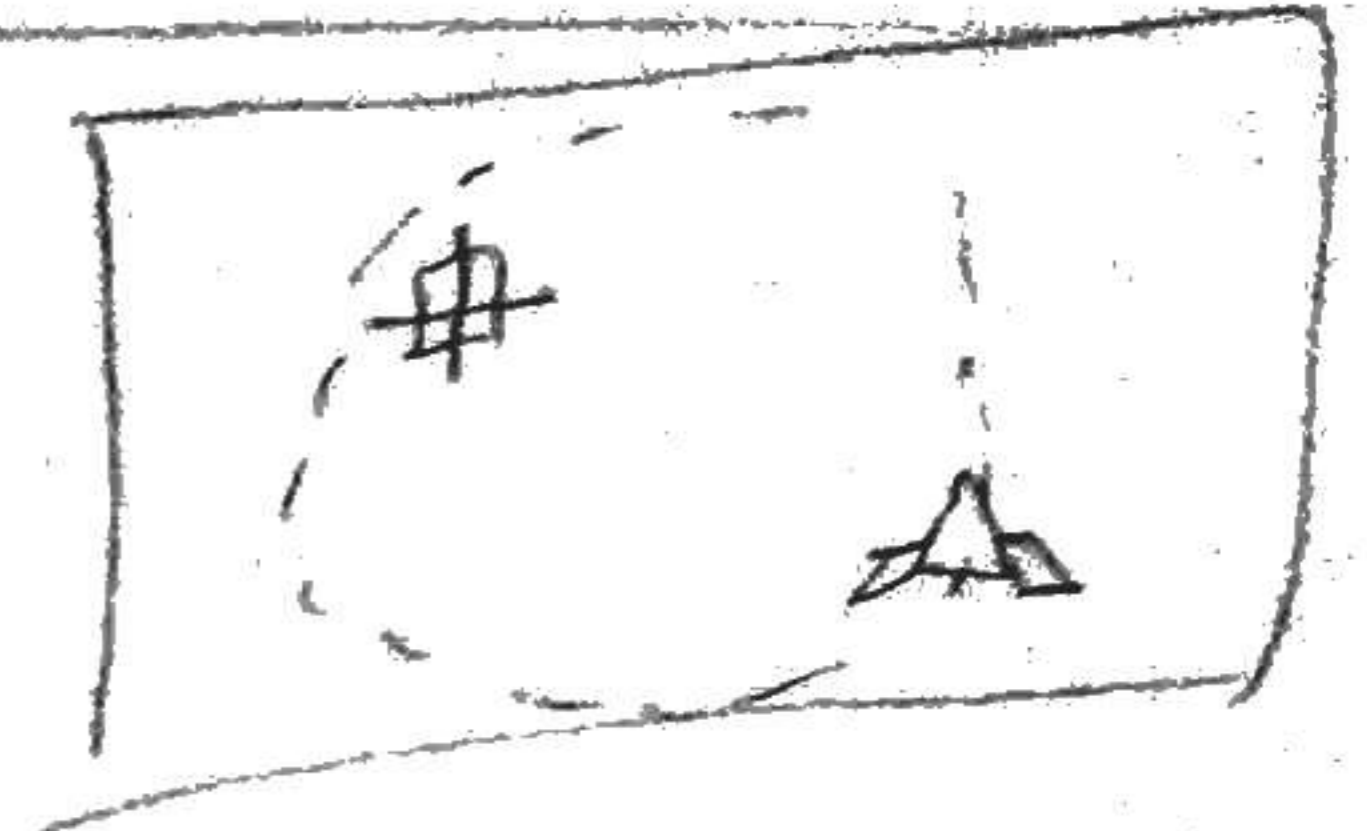
## Steam Controller

## Action

Pad + keyboard target



aim



move



fire

(click)

