Portrait construction

- Ear (in back)
- Ear (front)
- Layer: skull
  - Has orientation; closest analogue to normal 3D
  - Determines position and visibility of other face shapes

- Eyebrows
  - Highlight subsystem
  - Mouth-nose subsystem

- Eyes, eyes, mouth kept separate for easier first attempt

- No shading for now, same reason

- Desirable features: very fine widths, spaced things and aesthetically (e.g., alighting features)
  - "Could be impossible" parts
  - I was talking about (Flashman's proof of this)
Dynamic music mix (sample, theoretical)

mission complication

part A

background only

more enemies

them of level

few enemies

lots of enemies

theme not more tracks

too many enemies or damage

dissomant voe

part B

you do poorly

death crew

bad part B

someone dies

blood-rushing intense

unsuccessful path

woodily intense
Input Ring Buffer

\[ \text{index} = (\text{index} + 1) \mod 8 \]
\[ \text{index} \& = 7; \]

\[ \text{out} = \text{weighted average} \]

Averages out fiddly inputs
Mission structure sample
(with simple binary decision)

C1: The commission

M1: Initial investigations (short level, subtle "how-to" play demo)

C2: What is the ship?

M2: Human

C3: "These craft are far beyond our technology, and I don't see how any person could get a hold of it."

C4: "Their control is strange, but not so strange that a person couldn't pilot it."

M3: Reason to travel to other system

C5: Flag A

M4: Why has the ship attacked
Touch interface theory

Steam Controller

Action

Screen

Move

Fire (click)