

Group 3 – Team Mad Boxing



The Creators

Janne Parkkila – 0303159

Rostislav Malevich - 0312328

Tuomas Kaittola – N/A

Idea Description

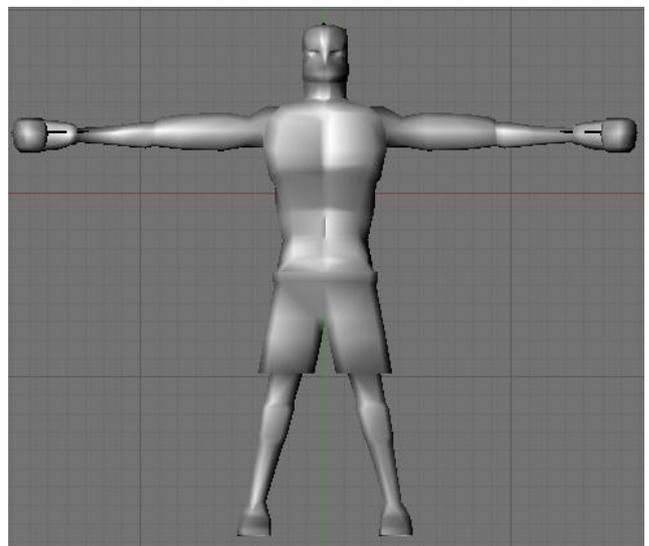
The idea of the game Mad Boxing came from an old Nintendo 8-bit game Punch Out. In Punch Out the player is trying to beat different, much stronger, boxers. The ultimate goal is to become the world champion of boxing. A video of the game can be found for example from youtube:

<http://www.youtube.com/watch?v=hu69QEHhvNo>

We had only a little prior experience of XNA framework and game development. Our goal in the beginning was to create something in arcade style. Whether to do the graphics in 2D or 3D was a big question, mainly because of the time it takes to create 3 dimensional graphics (and lack of experience in this field also). However, the ultimate goal was to learn as much new as possible, we decided to go with 3D graphics, at least we would learn something from our mistakes.

Tools Used

The game was created using the Microsoft provided tools e.g. XNA Game Studio 3.1 (with Visual Studio 2008). The graphics were made with open source program called Blender (<http://www.blender.org/>). We also used a free open source input library (XNA

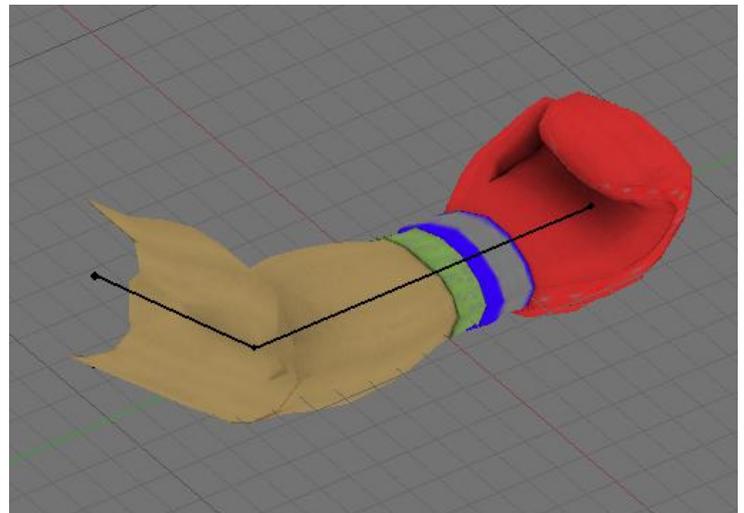


Input (<http://xnainput.codeplex.com/>) to make input handling a lot easier for multiplatform purposes. In the beginning we also used GXSCC to create 8-bit retro music, but as our idea developed further, we decided to scrap the sound effects and music, because they did not fit into the game atmosphere.

Creation Process

We decided to start straightly with hands-on approach. One of the group members spent two days straight in creating the 3D models of the player fist and the enemy model. In the end we got pretty decent quality looking models with almost no previous experience.

The programming part was pretty straightforward, although this was also slowed by the lack of previous experience of game programming. The biggest problems in the programming were also related to the model animations. We did not have collision detection (might have slowed down the program, plus there are only 4 different kinds of hits that all hit to the same place), but the hit detection was based on the state of the enemy/player (defending or not). When the hit was registered, the animation did not play until the end, but in the end we managed to everything working properly.



The Final and most problematic process were to try and port the game to work also with XBOX 360. The 3D models had to be drawn to the game via certain model pipeline, which we found from Microsoft's tutorials and modified a little to our own use. This did not port to XBOX 360, no matter what we did. Some .dll libraries were not found, even though they were supposed to exist automatically. In the end we had to abandon the porting and demo our program on windows machine.



During the last night we also got an idea of making a special boxing controller for our game. We took a guitar hero guitar controller (wired one, with USB-connector) and disassembled it during the night. We put it to a small punching bag and added some tape and plastic bag to get it to stay in one part. We created the controls for the controller during the last morning in a real hurry, but in the end we managed to get it to work and show our prototype.



Conclusion

In the end, we learned a lot new about making games. The experience was really fun and exciting. The best part was learning to make 3D graphics and even to get them to work! The idea developed surprisingly from 8-bit retro game to a 3D punching game. The planning was not very well done, because we just wanted to see what we could create in few days. In the future, if we are going to make new games, a good planning is really half done, at least with bigger and more complicated projects. Also getting a good feeling to the game is not easily gained. Mad Boxing had a good start, but still something was missing (perhaps the game was a bit too fast). All in all, this project gave us a spark to make games in the future.

