

Joseph Cecot

Demo Reel: Shot List



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Goliath Boss Fight: Phase 1 & 2

- Prototyped timing and location of attacks using animated placeholder objects.
- Designed and acted out attack moves ensuring proper timing and identifiable tells.
- Worked with art to create and hook up destructible floors and walls.
- Created systems to manage health and fusion distribution.
- Scripted Goliath state management logic to be dependent on damage and fusion types.
- Placed player triggers to manage Goliath attack locations.
- Placed all gameplay cameras and scripted gameplay camera transitions.



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Warmachine Boss Fight

- Designed boss arena and surrounding map.
- Worked with animators to create all attacks and attack telegraphs.
- Implemented forward missile attack, floor burn attack, machine gun missile attack and missile rain attack.
- Tuned health, timing, attack chance and damage values.



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Final Showdown

- Scripted reusable amplifier spawning pod system for this level and others.
 - Pod systems used shared AI counts to manage total number.
 - Scripted pod spawn attack telegraph as well as leader jump and land logic.
- Set up all AI spawn types including Nanite leader types.
- Hooked up placeholder effects and explosions for artists.
- Created camera transitions to show force-field coming down.
- Animated spark traveling along the ground cable.



-00:02:09-

Lucia von Bardas Boss Fight

- Created systems to manage ship turret attacks that chose randomly from various attack types that corresponded to the bosses that were currently free and alive.
 - In this video you can see flames for Scorcher and mortars for Wizard.
- Scripted von Bardas' flying logic.
- Hooked up all atmospheric effects such as waves, auras and floor glow.
- Added scripted system for each boss to allow them to intelligently jump to open locations when under heavy attacks.



-00:03:02-

Rebel Hideout Anti

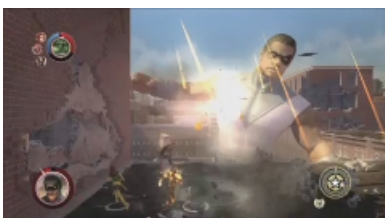
- Designed and implemented room collision and visuals.
- Scripted re-usable charging station. This was added to introduce the healing mechanic for the Bishop boss fight.
- Placed all enemy types.
- Scripted logic to prevent other enemies from storming the room until N number of initial enemies were killed, and the large robot was taken down.
- Helped design and gave feedback to animation on the Large Robot attacks.



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Bishop Boss Fight

- Created a 3-tower variant of the charging station mechanic previously introduced.
- Scripted visual meter on tower cores to show Bishop's charge level.
- Set up Bishop moves - grenade shot, charge attack, beam attack and suck to explode attack.
- Scripted health-driven voice hint system to help players understand the heal mechanic.
- Hooked up tower explode and Bishop knock-back logic to occur when both towers were struck.



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Goliath Boss Fight: Phase 3 & Outro

- Adjusted phase 3 attack patterns to be more frequent.
- Ramped up the fight by adding a middle center attack as well as a double attack to both sides of the arena.
- Scripted voice-over hint system.
- Setup end cutscene logic to destroy the roof, trigger Goliath's finale animation, and transition the camera.