

# Chrono Corp



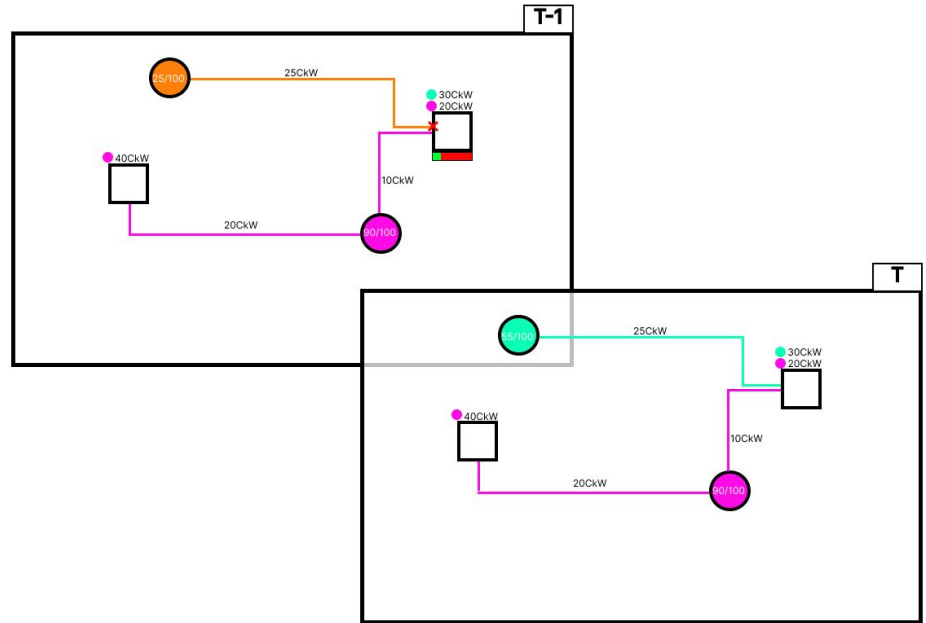
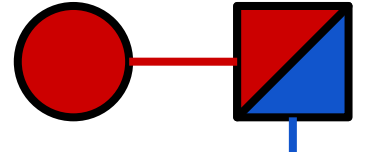
Start

Milestone 6. Final Release

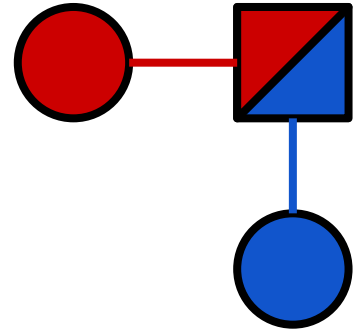
Anian Kalb, Árpád Horváth, Lukas Jonsson

# Game Idea

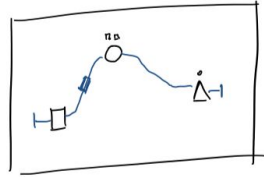
- Simulation Game
- Managing a network
- Recursive Layers for recursion mechanic
- Inspired by Mini-Metro



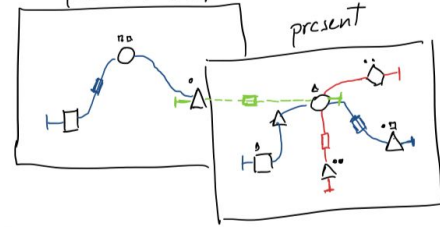
# First Sketches



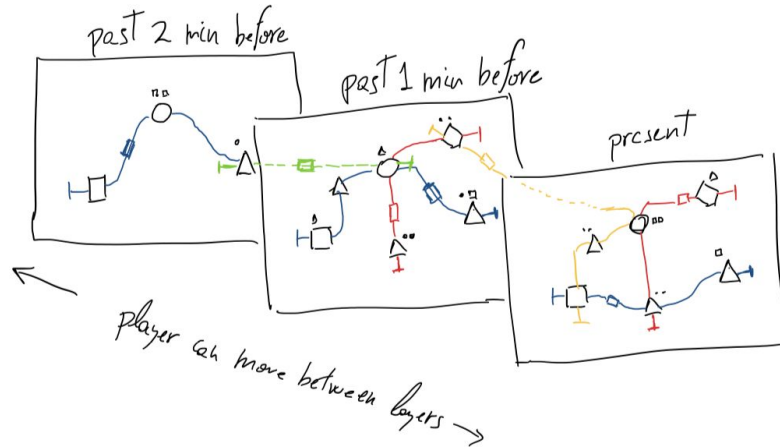
Game begins : 1 time layer  
present



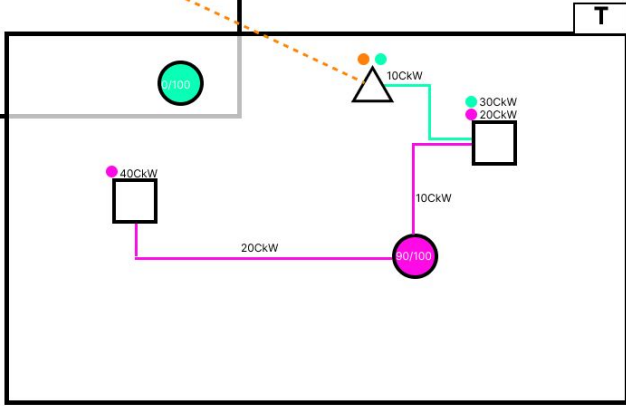
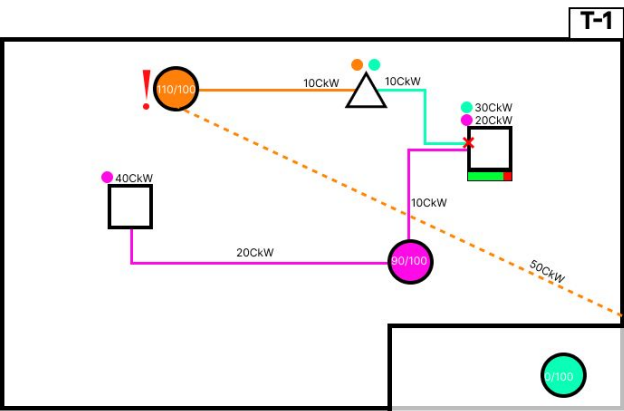
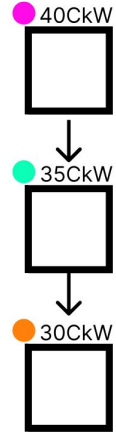
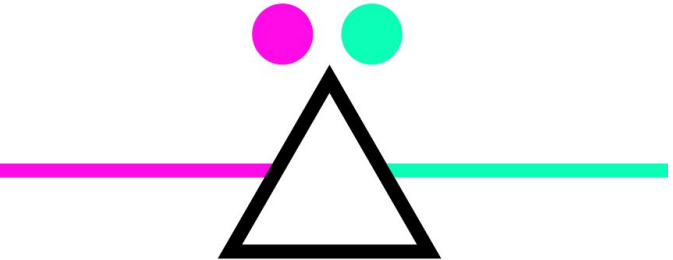
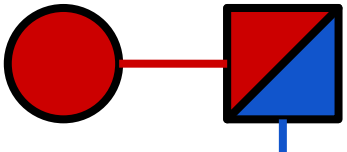
After 1 min : 2 time layers  
past 1 min before present



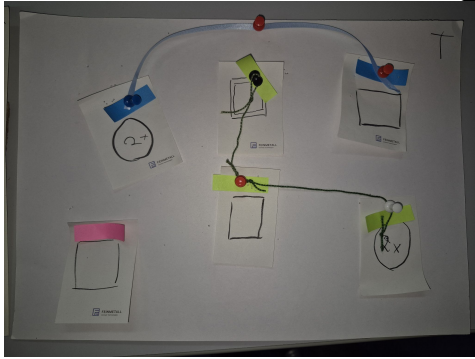
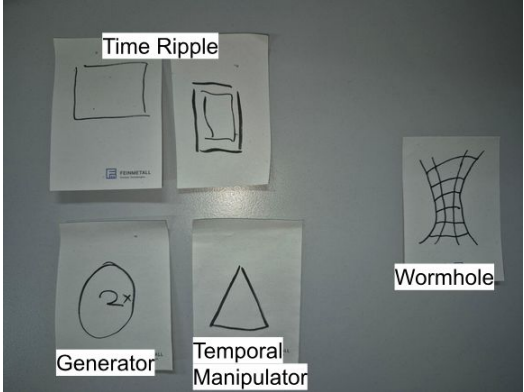
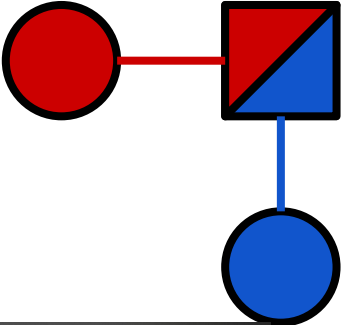
After 2 min : 3 time layers



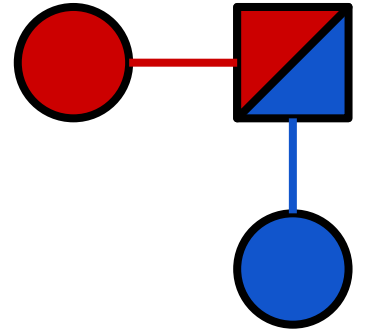
# Detailed Sketches



# Physical Prototype

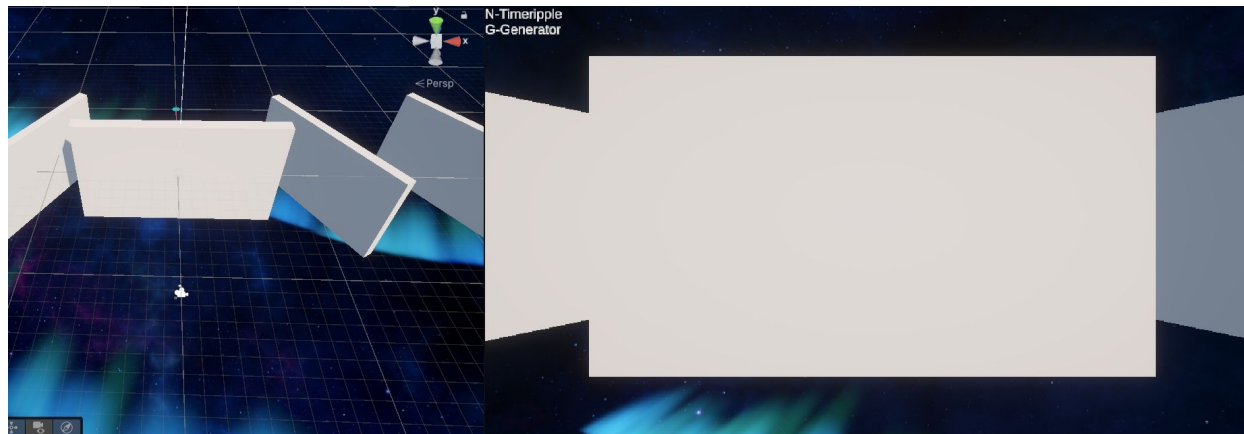
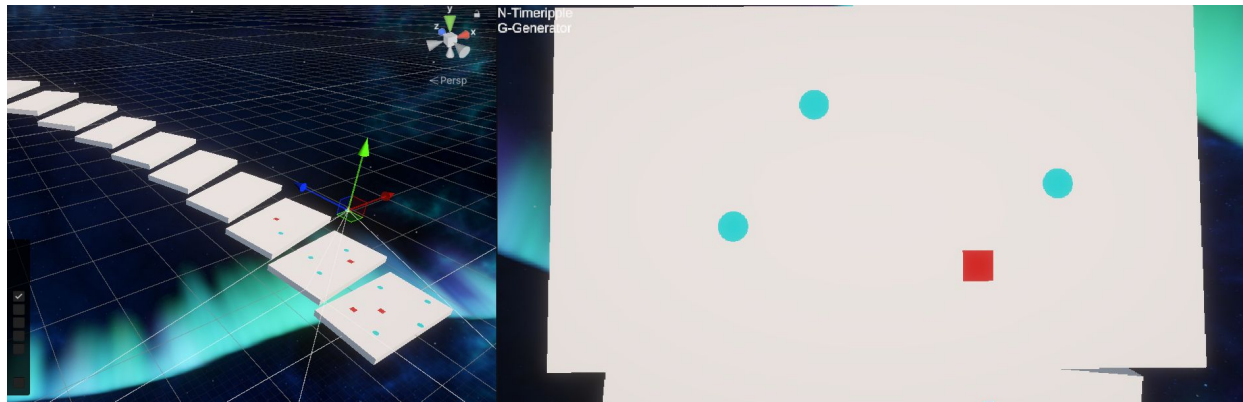
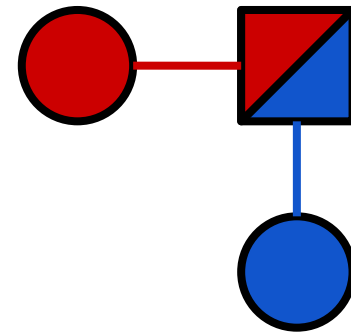


# The Time-Space fabric collapses!

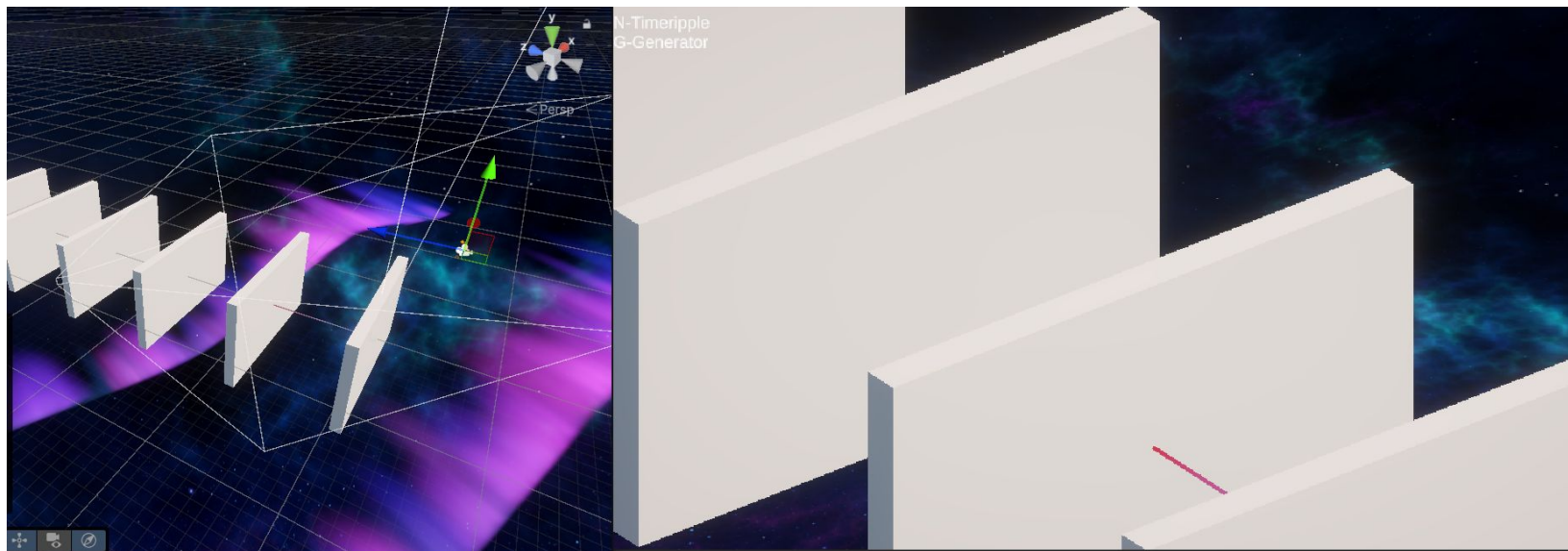
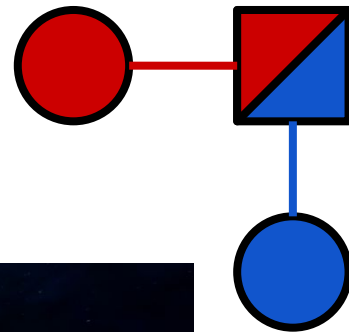




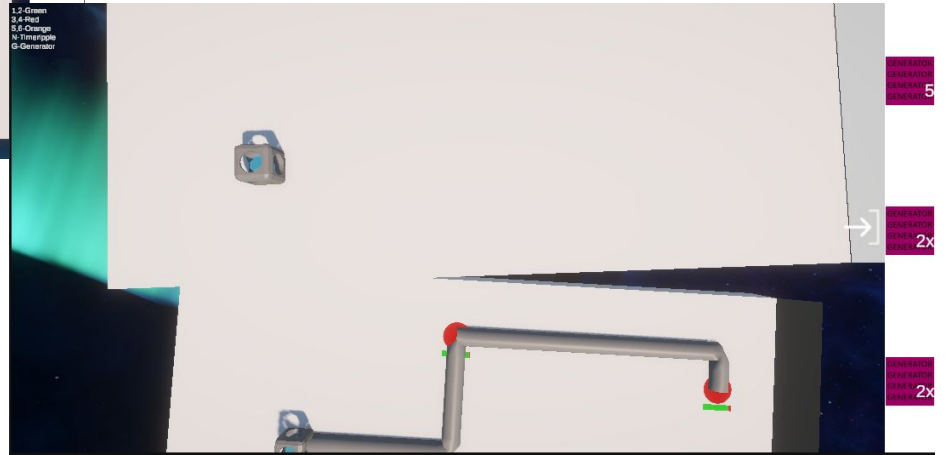
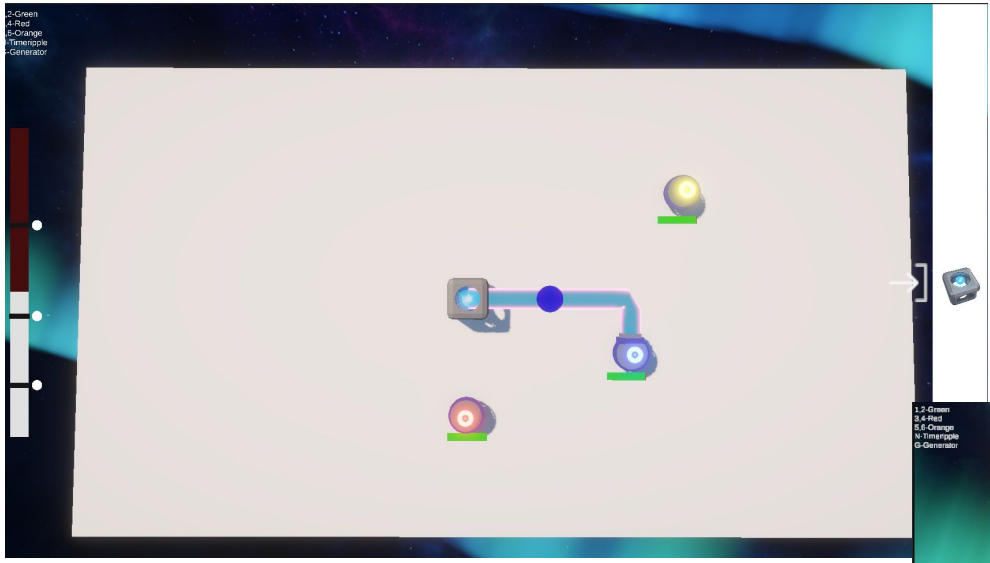
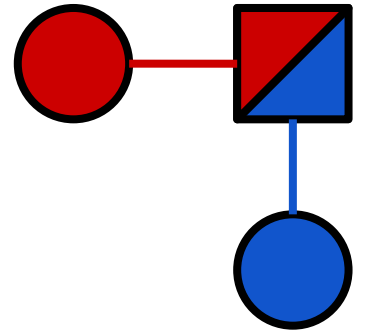
# Time Layer Representation



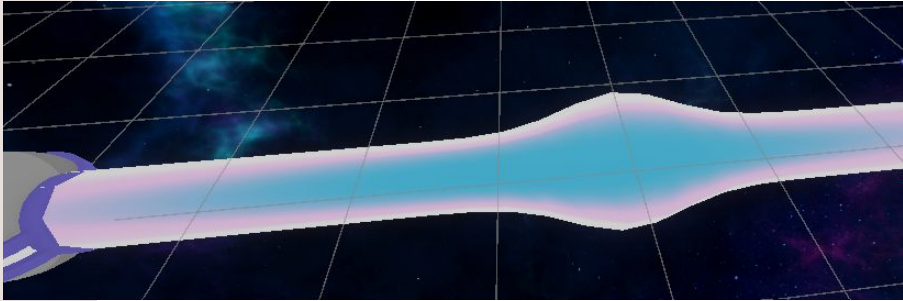
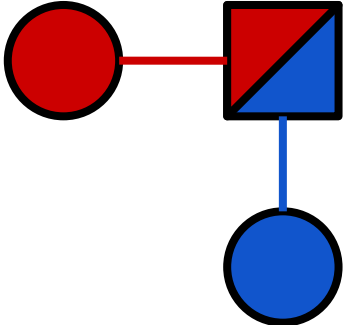
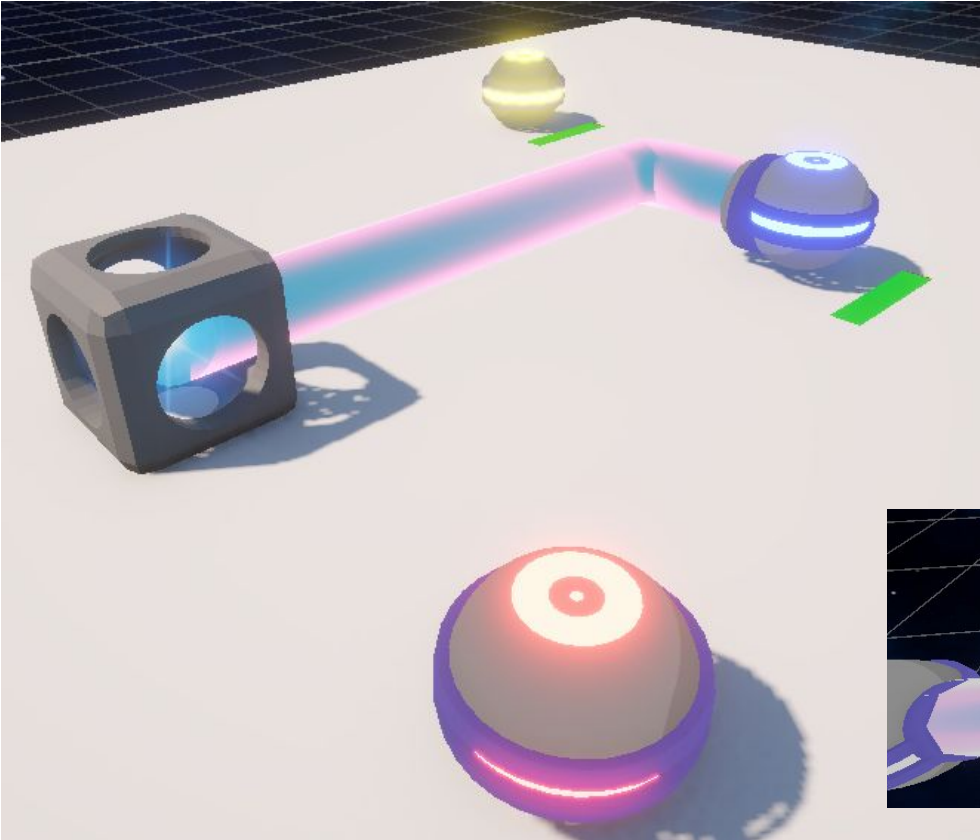
# Time Layer Representation



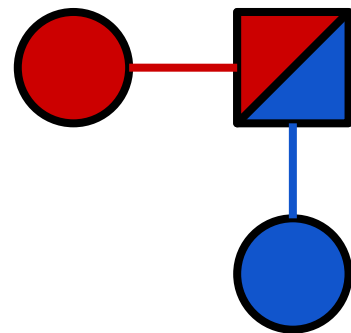
# Evolution to 3D



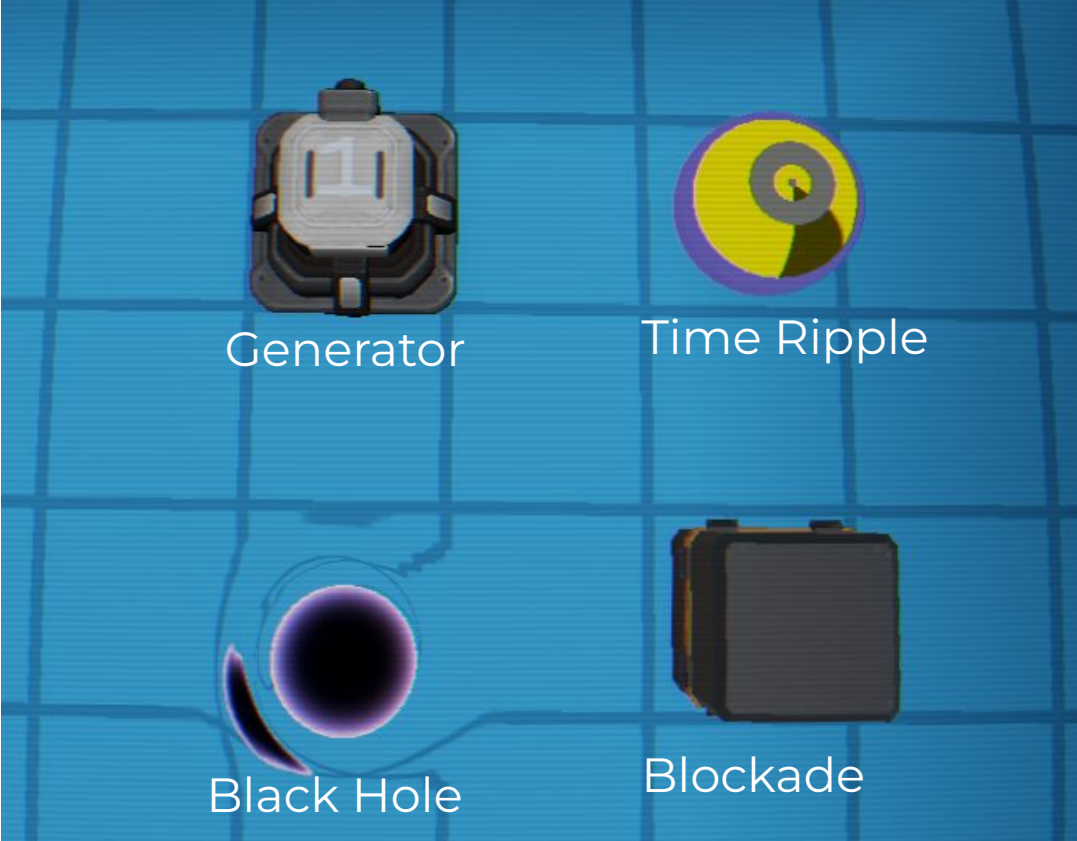
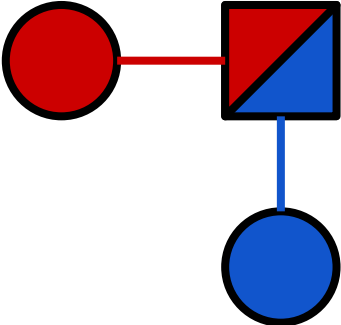
# Evolution to 3D



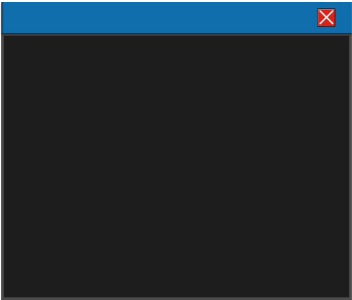
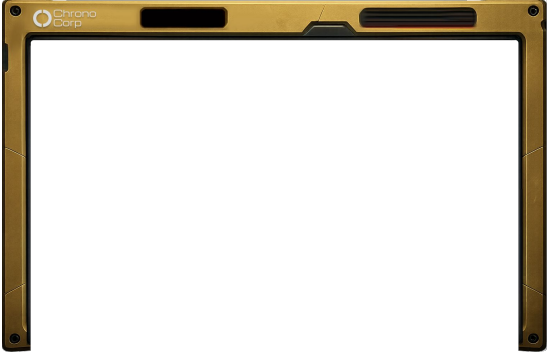
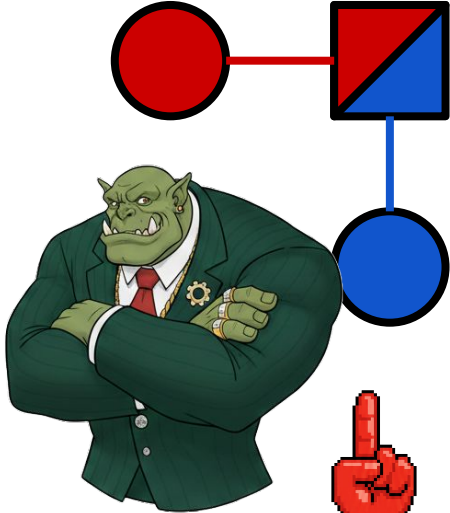
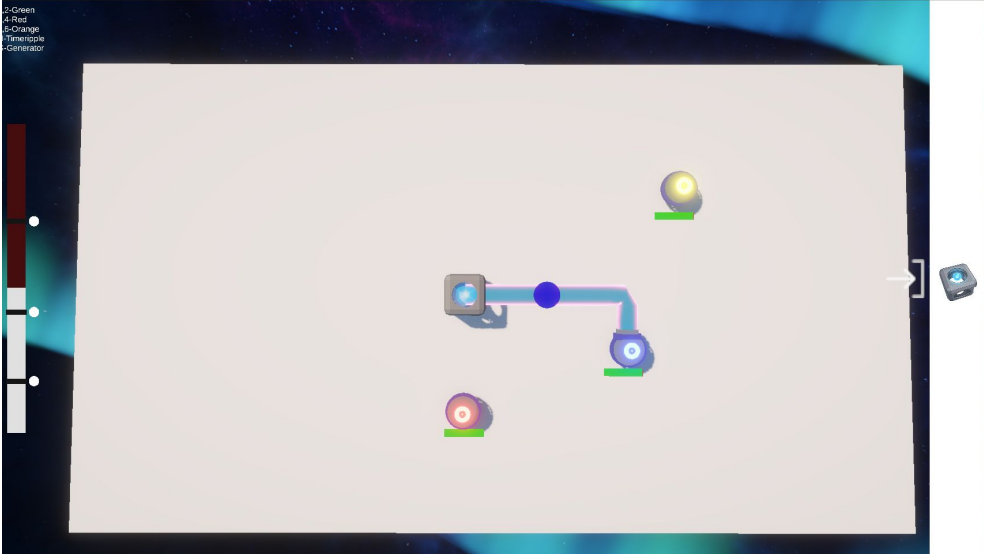
# Generators



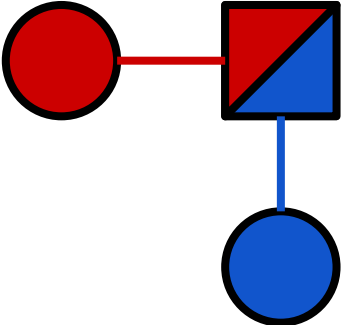
# Nodes in game



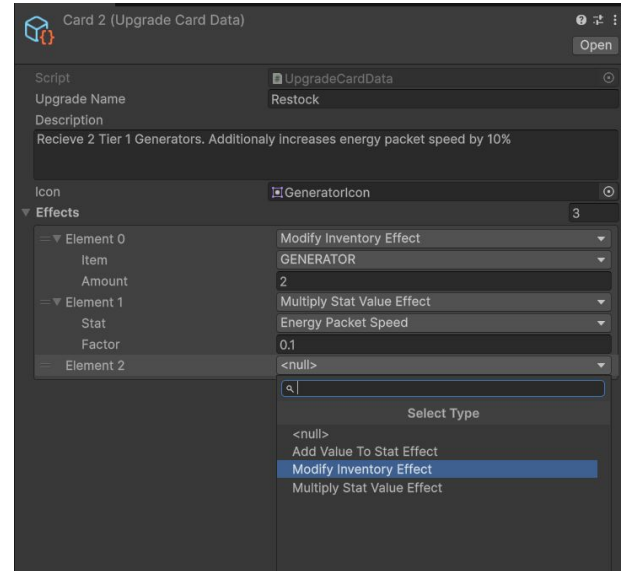
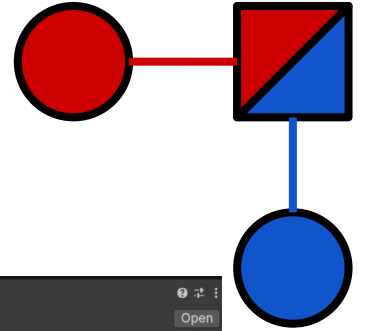
# User interface



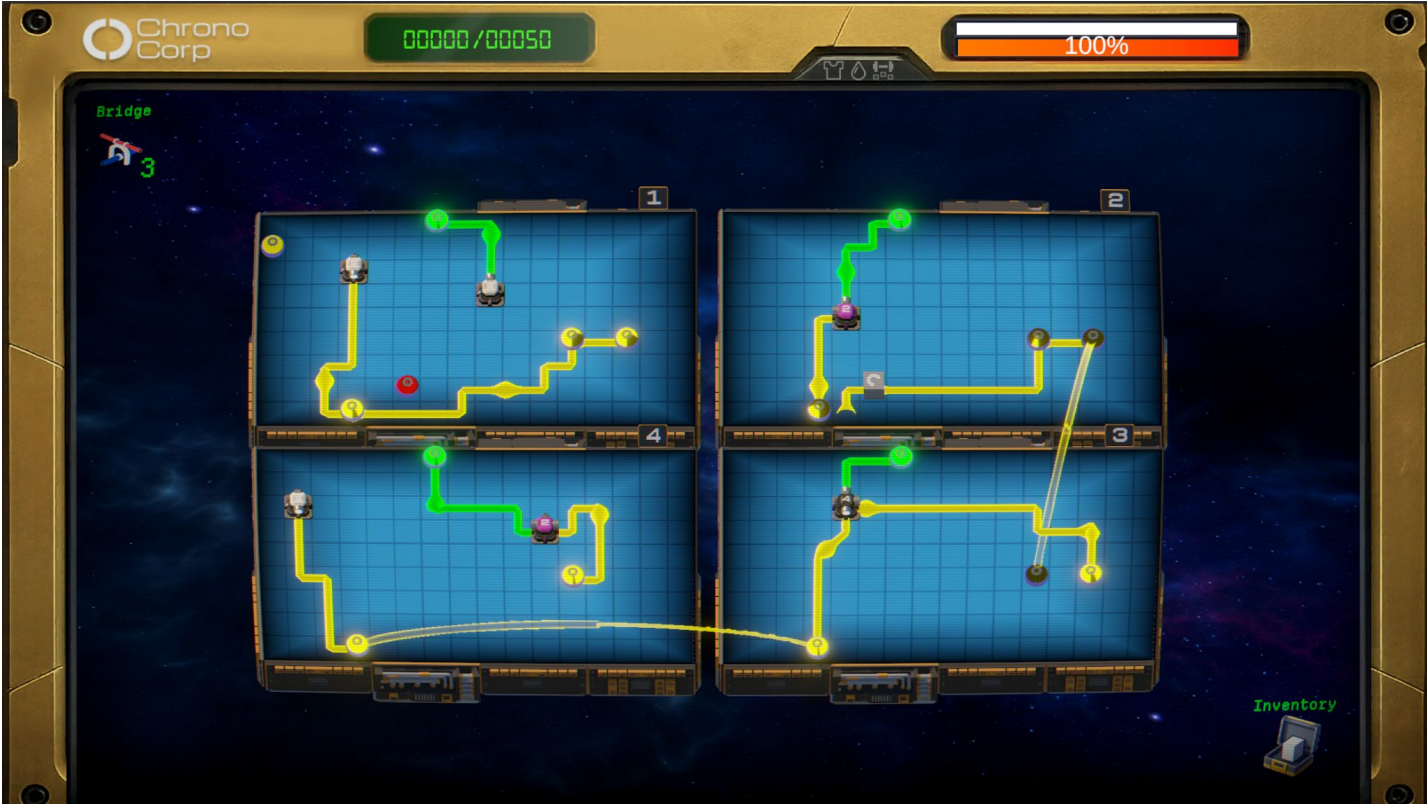
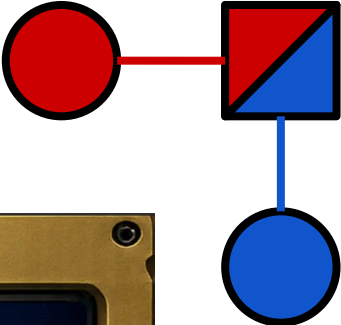
# Intro/Tutorial



# Upgrade System



# Final Game



# Development Schedule

## Functional Minimum:

- One playable time layer
- Node placement system
- Energy flow simulation between nodes
- Basic win/lose condition
- Simple UI showing all relevant information

## Low Target:

- Two recursive time layers
- Temporal energy transfers between layers
- Visual feedback
- Minimal UI for switching between layers

## Desired Target:

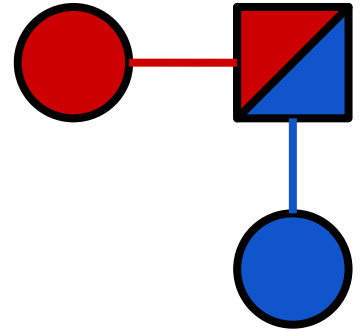
- Fully recursive multi layer simulation
- Polished visuals
- Tutorial and introduction level
- Basic sound design

## High Target:

- Polished visuals and sounds
- Dynamic difficulty scaling

## Extras:

- Reactive music to simulation



Chrono Corp can not tolerate failure.  
You are fired.  
Chrono Corp thanks you for serving  
paying customers: 0

Retry