



Defend the City Alpha Release

ToBeUmbenannt - Game Proposal
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Report - Traps

- Oil field implementation done (slowing and burning)
- Explosive barrel (AOE damage on explosion)
- Spike walls (blocking structure, can be attacked by enemies)
- Trap placement



Report - UI

- Tutorial popups
- 'K' for key bindings
- Basic Menu
- Wave information
- Mystical power source health

Report - AI

- Fixed some bugs
- 3 enemy types
 - Spider
 - Gruntling
 - Dinosaur



Report - Destructible Environment


- Collision damage of falling structures

Problems:

- Inconsistent creation of collision and overlap events
- Recurring editor crashes when destructibles were edited
- Unexpected behaviour of physics components

ToDos for Playtesting

- Path blocking of destructed buildings!!!
- Playtesting and incorporate feedback
- Level design
- Fine-tuning and final touches

A 3D rendered scene of a medieval village. The foreground shows a stone bridge crossing a river. The middle ground features a cluster of wooden buildings with blue-tinted windows and a stone bridge. In the background, there is a forest of tall, thin trees and a large, dark, rocky mountain range under a clear sky. The scene is framed by a white border with green and blue accents.

DEMO TIME

Discussion