



Defend the City Interim Demo

ToBeUmbenannt - Game Proposal
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Implemented Features

- Game Mode
 - Win/loss conditions
 - Spawning
- Basic Enemies with First AI Setup
 - Attack player on sight
 - Move to mystical power source and destroy it
 - Basic pathfinding
- Basic Destruction
- UI
 - Spells & Traps
 - Main Menu
 - Character stats (health/mana/stamina)
- Controllable Character

Upcoming Features in Alpha

- Traps & Placement
- Houses
 - Model setup
 - Destruction is controllable
 - Destruction affects navmesh
- AI
 - Pathing
 - Destruction of obstacles
- Level Setup
- Add Golem enemy
- Beautify destruction

A 3D rendered scene of a medieval village. The foreground shows a dark, rocky outcrop. A river flows through a lush green valley. In the middle ground, a stone wall surrounds a cluster of wooden buildings, including a church with a red roof. A wooden structure, possibly a bridge or a gate, stands near a line of trees. The background features a large, dark, rocky mountain range under a clear sky.

DEMO TIME

Discussion