Green Wall

City Builder/Strategy Game

Team Green 🌳

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Overview

Focus on core mechanics first:

- Placing buildings and changing tiles
- Player actions & turn economy
- First art assets and UI
- started with the environmental soil change system

Additional work done:

- Camera movement and background audio
- Created a first tutorial level (not yet polished)

Progress

	Interim Demo			Alpha Release			Playtesting		Final Release	
	CW 19	CW 20	CW 21	CW 22	CW 23	CW 24	CW 25	CW 26	CW 27	CW 28
Functional Minimum										
Basic Art Assets	█	█								
Building First Map		█	█							
Unity Setup	█	█								
Resources & Turn System	█	█								
Placing "Buildings"	█		█							
UI & Main Menu		█								
Sounds & Music 1			█							
Low Target										
Soil Change System		█	█							
Season System & Effects				█	█					
Art Assets: Seasons, Crops, new Soil				█	█					
Additional Crops				█	█					
Community Buildings				█	█					
Sounds & Music 2					█					
Desired Target										
Ground Water System					█					
Surface Water System					█					
Water Stats for existing Crops					█	█				
Art Assets: Water, Weather, new Crops					█					
Tutorial							█			
Weather Events						█				

Evaluation

Well received:

- Inspiration and Theme
- Genre and artstyle are thought to be a good match for the theme and in general

Not so well received:

- Complexity of the project, in regard to implementation and number of features
- Game complexity, i.e. a lot if information that needs to be communicated(might be overwhelming)

Suggested Improvements

- Many suggested a tutorial a well thought out game progression
- Need to focus on core gameplay to make it fun

Camera & Audio

Camera:

- Moving around map and zooming with mouse
- Restricted by boundaries of map

Audio:

- Basic looped background audio
- Continuous trough scene change

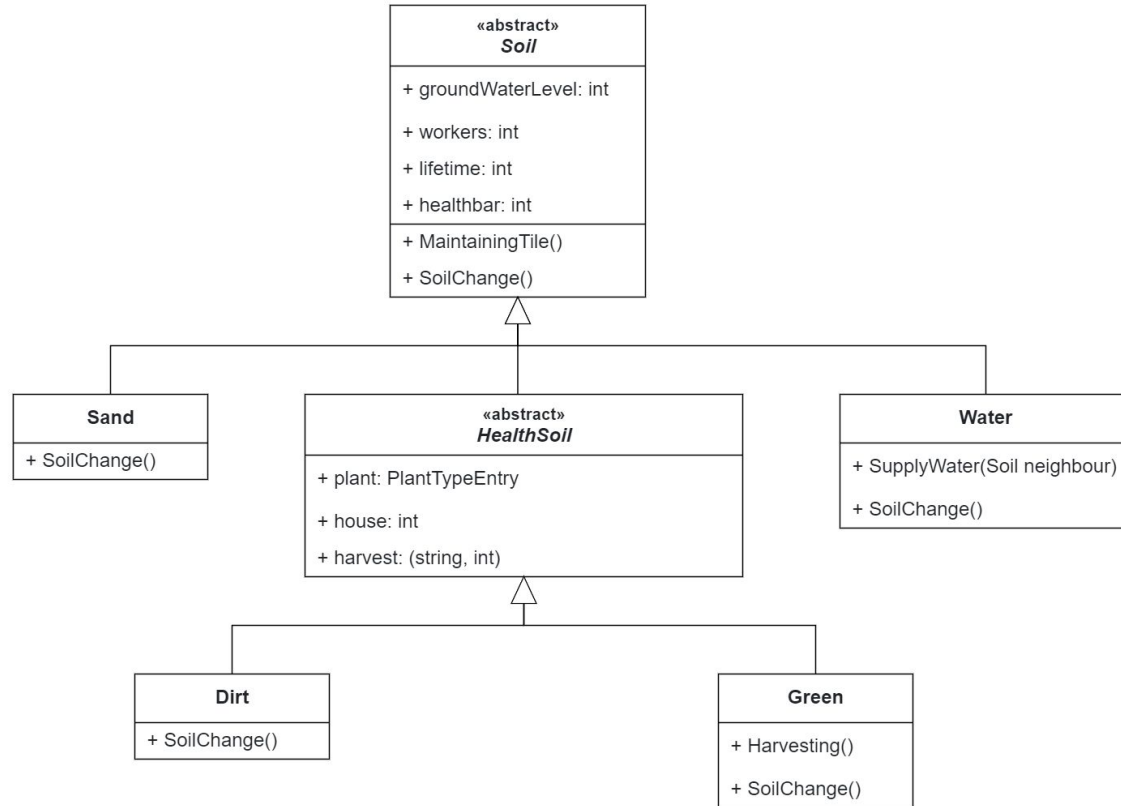# Actions & Building

Basic Game Loop & Turn System:

- Turn / Action System
- Resource Management / Collection
  - Food |Water | Workers / Actions
- Basic Simulation at the end of each turn
  - Plant Growth
  - Soil Improvement

Building & Tiles:

- First set of actions / tiles implemented
  - House, Farmhouse, Well, Plants etc.
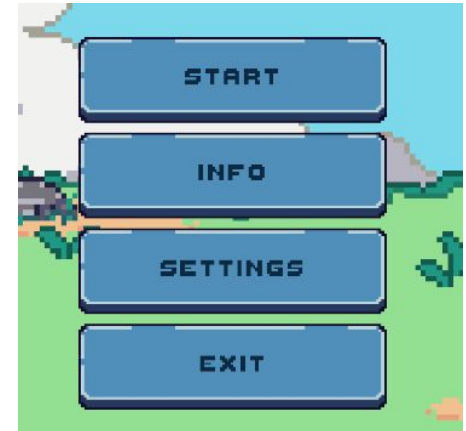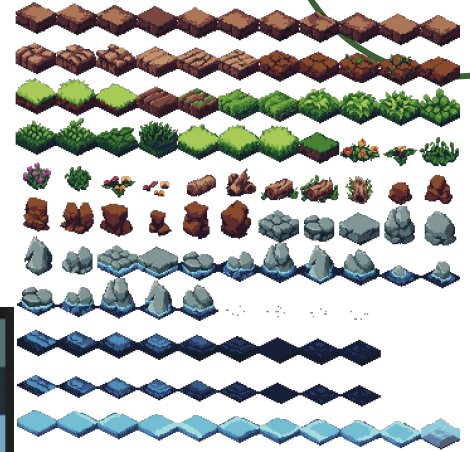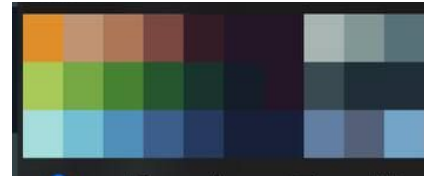- Actions / Build Options based on clicked tile

Soil

Sprites and UI

32x32 pixel isometric style

Thaleah pixel font converted to TMP

New created sprites:
- Sand Tiles (with different patterns)
- Tree Tile
- Small Water Well
- 1x1 House and 2x2 House
- UI sprites

First Level

Meant as a introduction and tutorial:

- Explains and sets some easy goals to start (build some fields, build a well, a hut etc.)
- Goal of first level just needs easy combination of core tasks, building fields and huts:
  - → Have 8 Huts and 50 food

→ Live Demo