

# Green Wall

City Builder/Strategy Game

Alpha Release

Team Green 

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# Overview

## Focus on Adding New Mechanics:

- Ground water levels
- Passive soil updates, land improvement & degradation
- Basic season system
- Added new tiles/buildings/crops

## Additional work done:

- Revamped Soil Data Storage/Interactions

# Progress

	Interrim 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
<b>Functional Minimum</b>										
Basic Art Assets	█	█								
Building First Map	█	█	█							
Unity Setup	█	█								
Resources & Turn System	█	█								
Placing "Buildings"	█	█	█							
UI & Main Menu	█	█								
Sounds & Music 1		█	█							
<b>Low Target</b>										
Soil Change System		█	█							
Season System & Effects				█	█					
Art Assests: Seasons, Crops, new Soil				█	█					
Additional Crops				█	█					
<del>Community Buildings</del>				█	█					
Sounds & Music 2					█					
<b>Desired Target</b>										
Ground Water System					█					
Surface Water System					█					
Water Stats for existing Crops					█	█				
Art Assets: Water, Weather, new Crops					█	█				
Tutorial						█	█			
Weather Events						█	█			

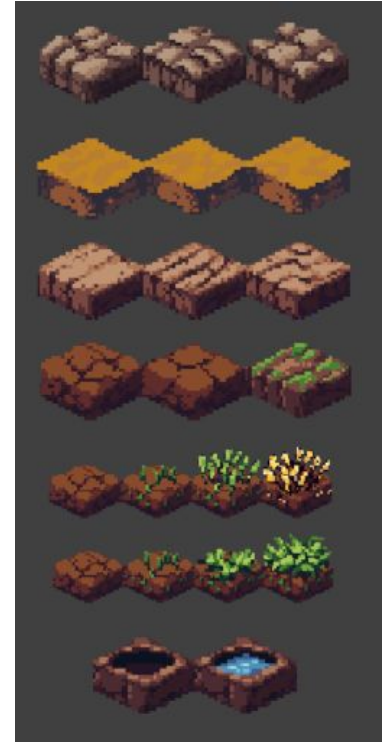
# Improved Soil Hierarchy

## Soil Condition:

- Revamped design, combined soil health and ground water level systems into a single variable
- Added soil improvement / degradation mechanics as a part of our environmental simulation
- Passive changes based on the season and current water levels

## Soil Data Interactions

- Made changes on how we store and interact with soil data
- Dictionary based approach to store level/map data



# Water & Season System

## Seasons:

- Implemented a basic season system (Rainy/Dry)
- Effects water consumption of crops and ground water levels
- Changes behavior of certain tiles (Half-moons)

## Water System:

- Each tile has a associated water level variable  
(Which acts as soil health value)
- Level changes, depending on the season, neighboring tiles, planted crops
- Significant water level changes can improve or degrade the soil into another type

# Sprites & UI

## New Sprites:

- Created additional custom sprites for new tile improvements and crops



## UI Update:

- Updated the both main menu and in game UI

## Audio

- Created BGM and basic sound effects (not fully implemented in game)



# Next Steps

## Feature Set:

- Game is basically feature complete
- Coming work focuses playability and balancing improvements

## Levels:

- Level-building is in progress
- Many levels still in design
- Layout needs to be adapted to the new features and their balancing