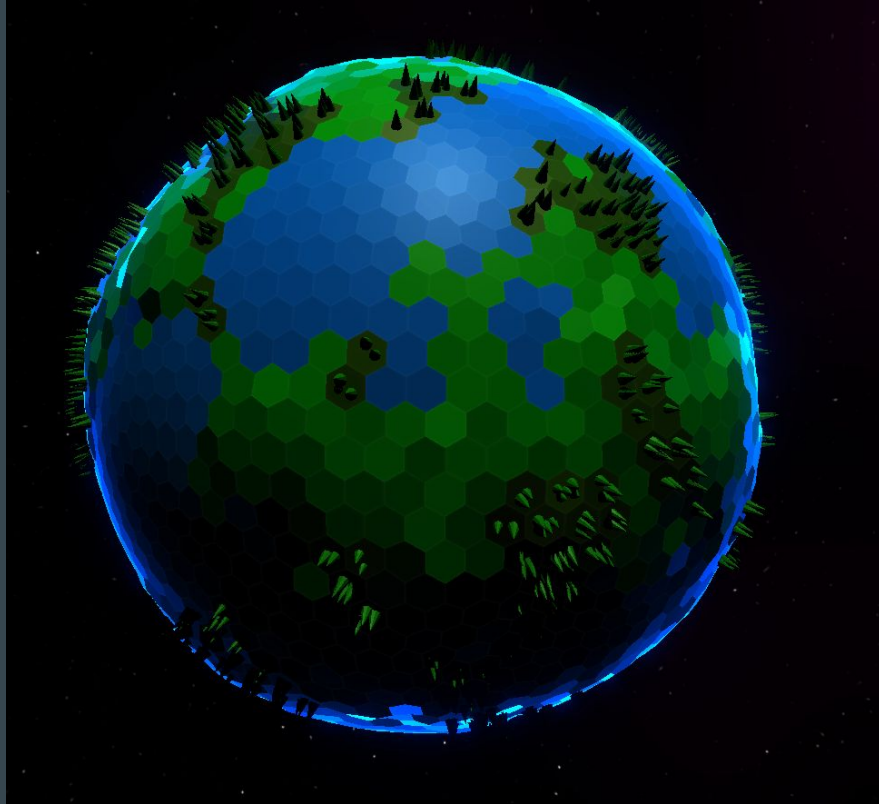# Terrafarm - Interim Demo

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Simon Brunner, Linus Biermann

Functional Minimum: World Generation

Functional Minimum

- Input System
- Camera Controls
- Selectable Starting Location
- Collectable Resources
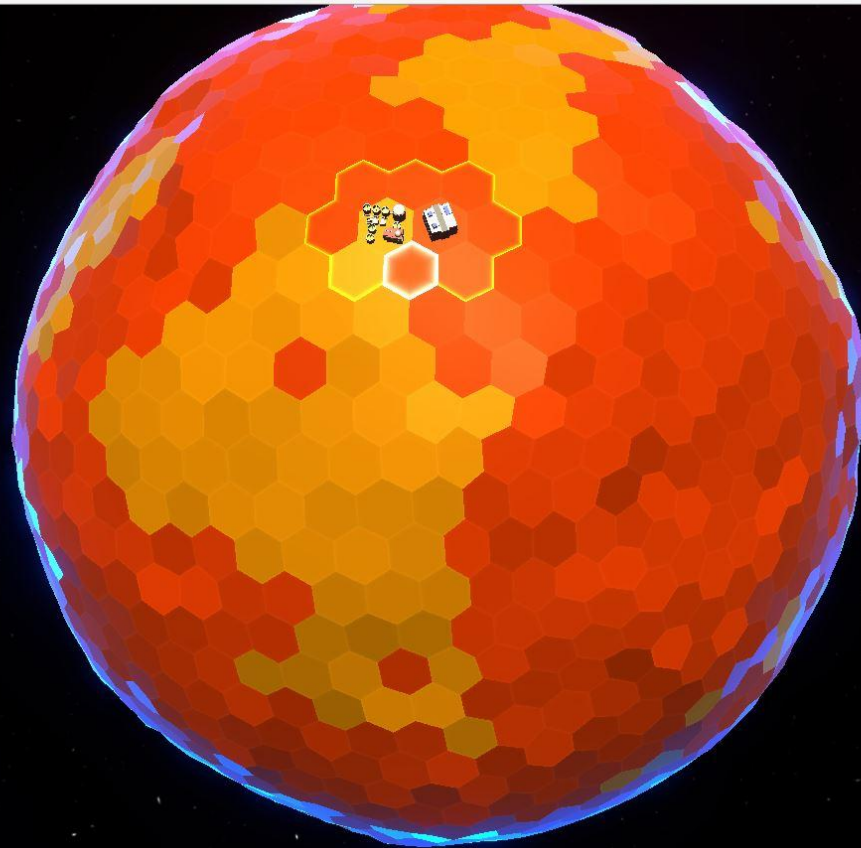- Buildable Buildings

Low Target

- Climate effects
- World features (Water, Mountains)
- Simple UI

E 450   M 50   P 150

Turn
5

Construct New
Building

Combustion Power Plant
[50 Mass]

Fission Reactor
[100 Mass]

Mass Extractor
[50 Mass]

Next Turn

Desirable Target

- Buildings only placeable on certain terrain
- BGM/SFX
- High-scores
- More Building types
- More Climate effects

Issues

- Models
- Turn Processing Order
- Unity-based ECS bugs

DEMO