



Beyond Reach

1. Milestone
Formal Game Proposal

Game Idea

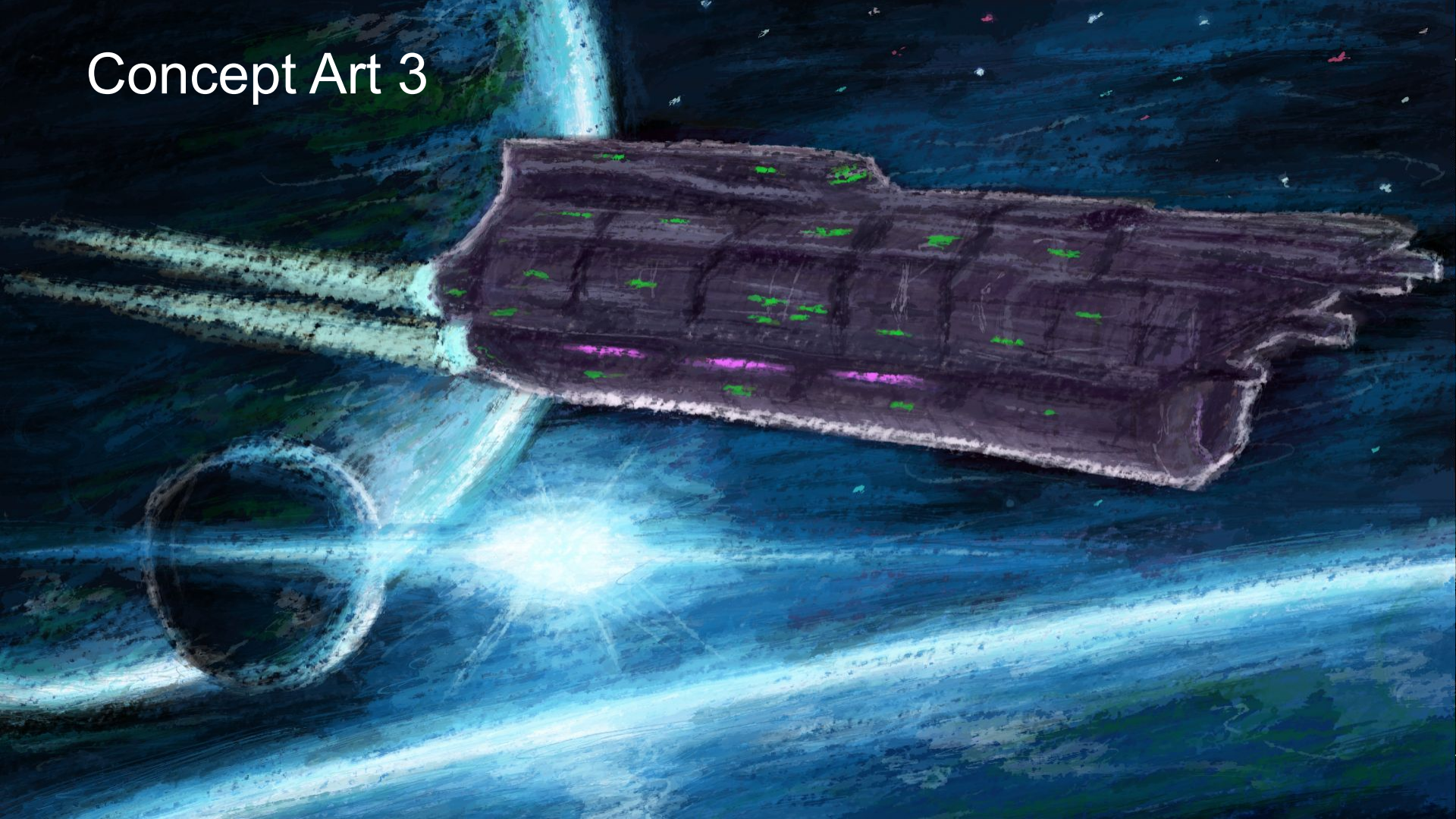
Concept Art 1



Concept Art 2



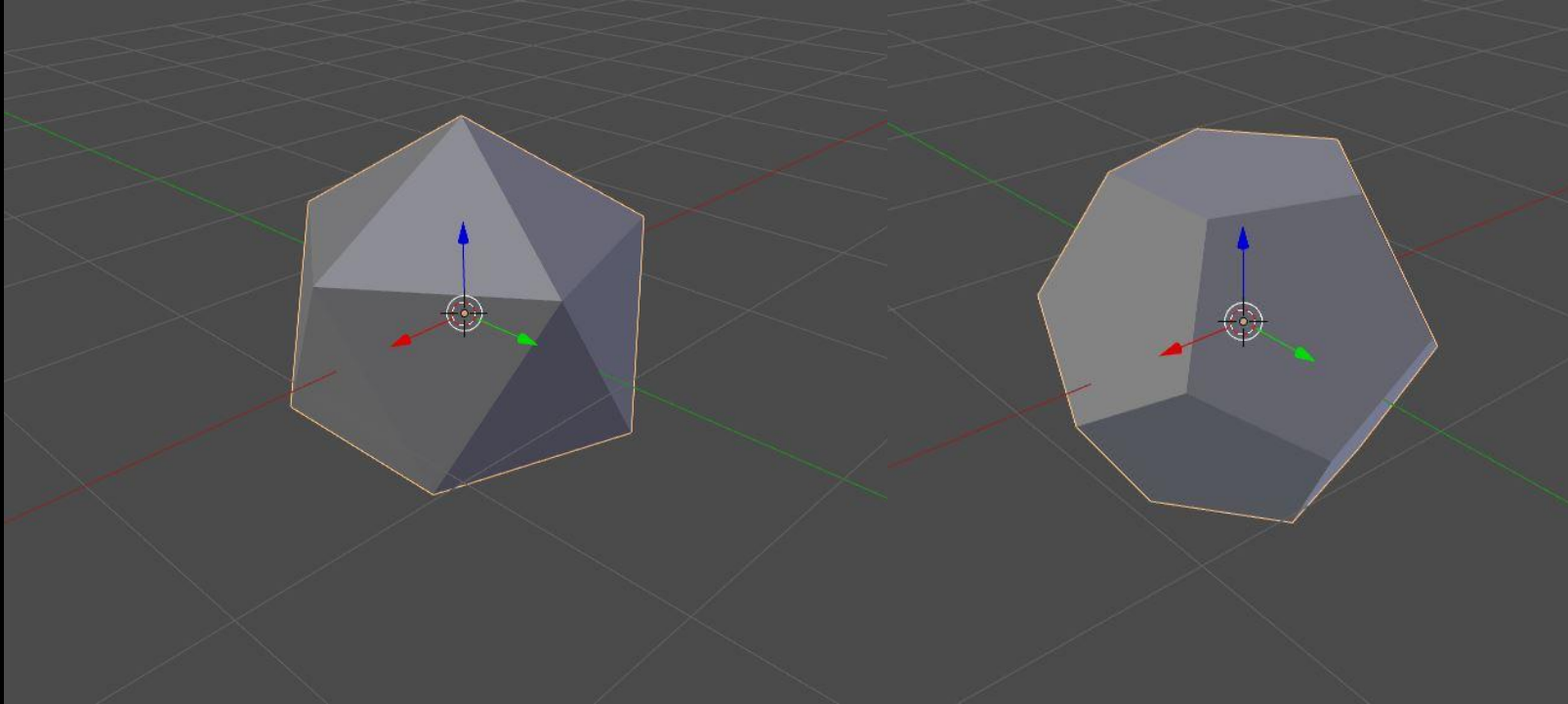
Concept Art 3



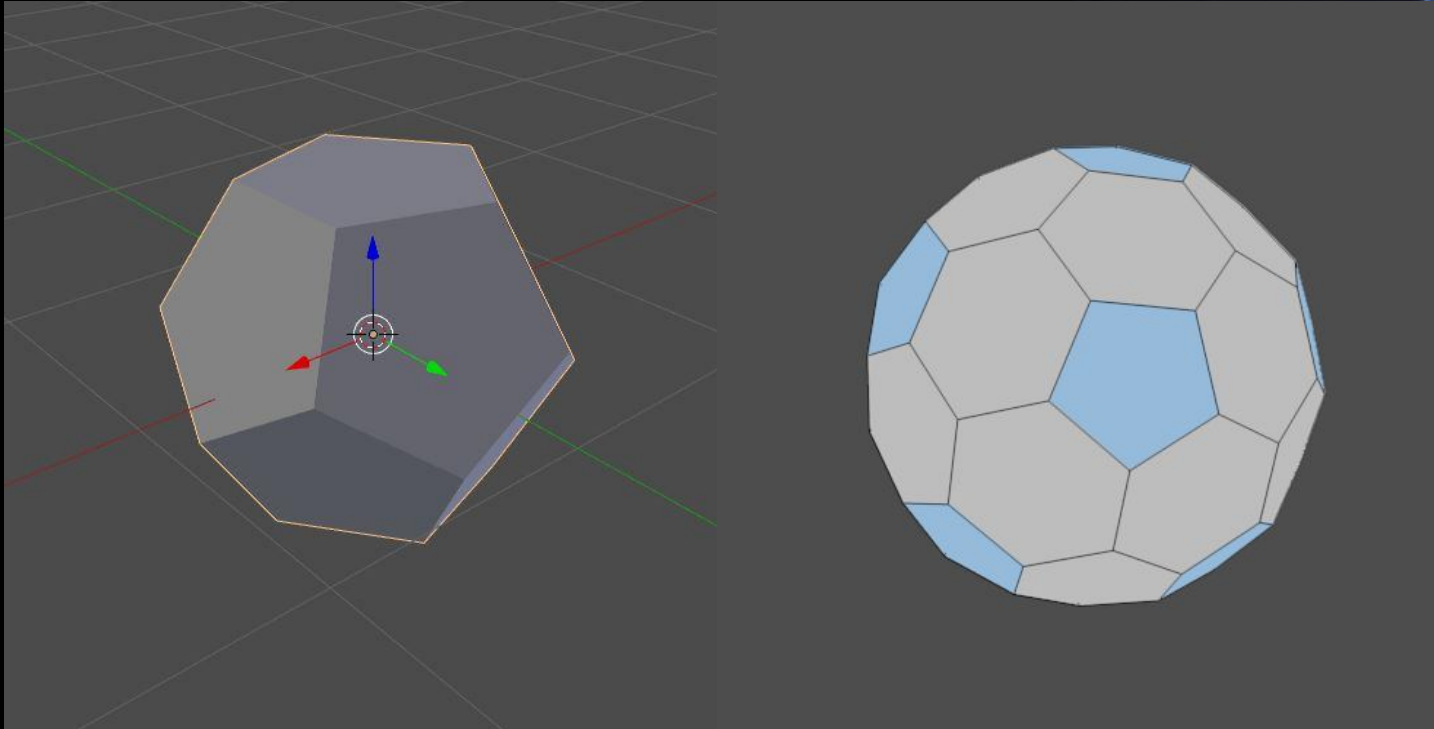
Concept Art 4

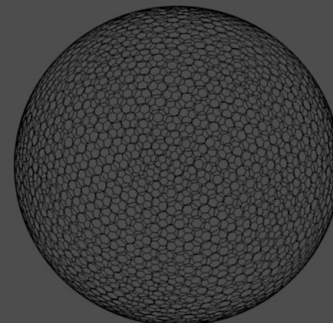
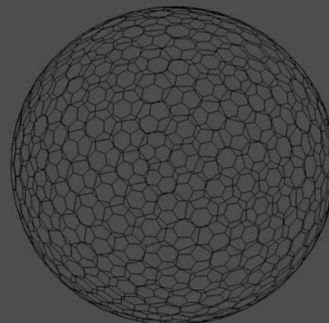
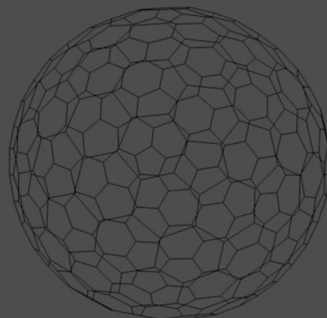
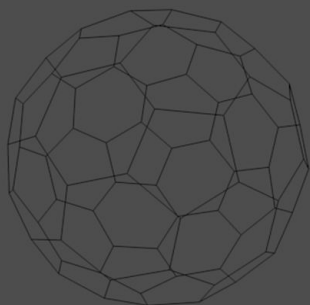
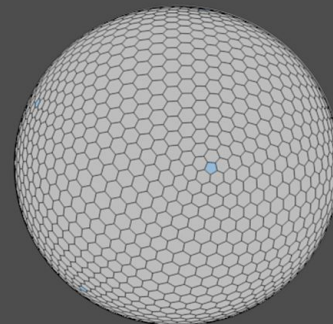
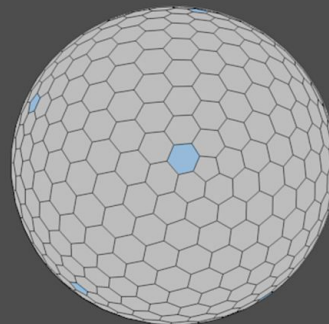
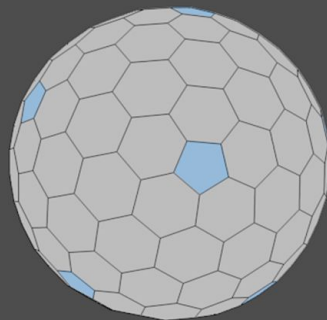
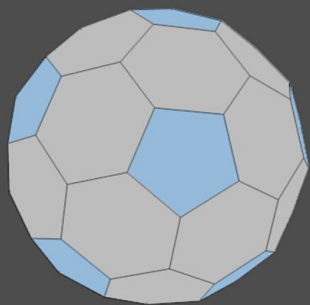


Technical Achievements

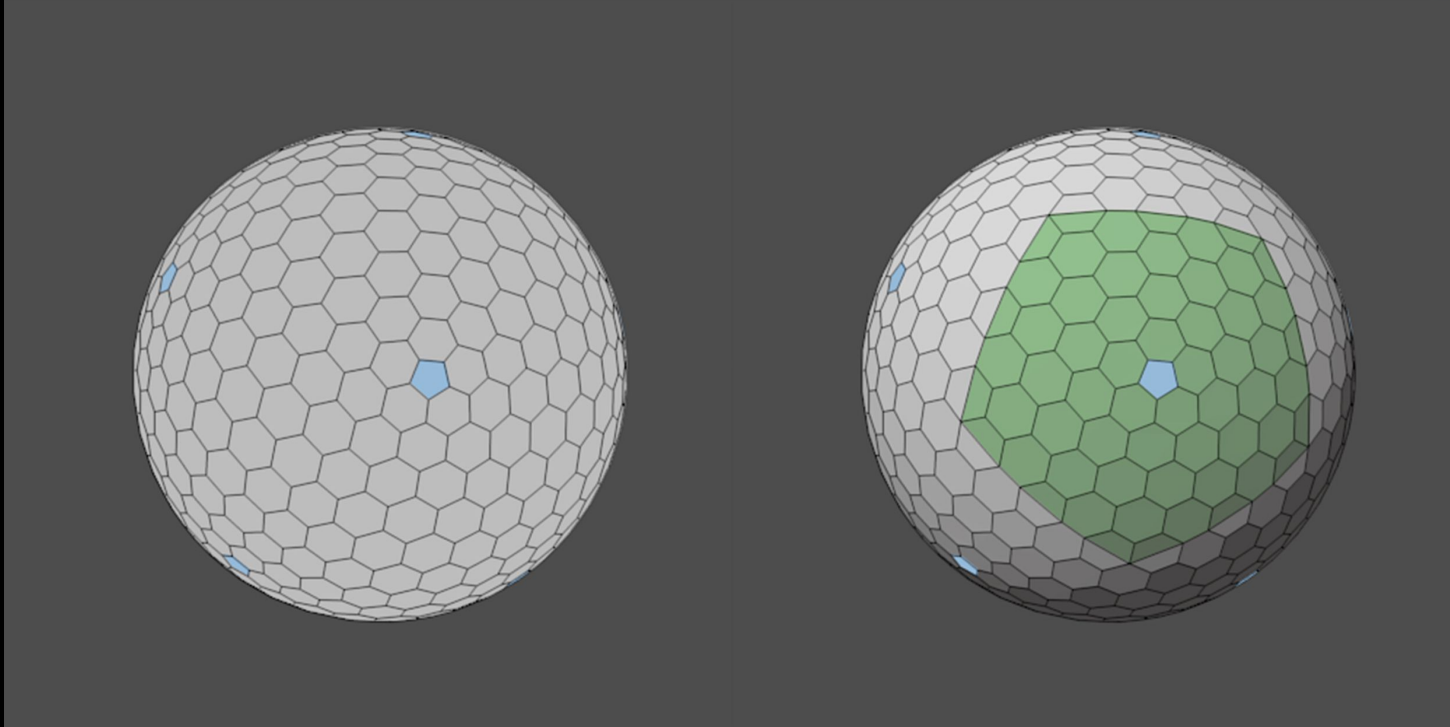


Technical Achievements

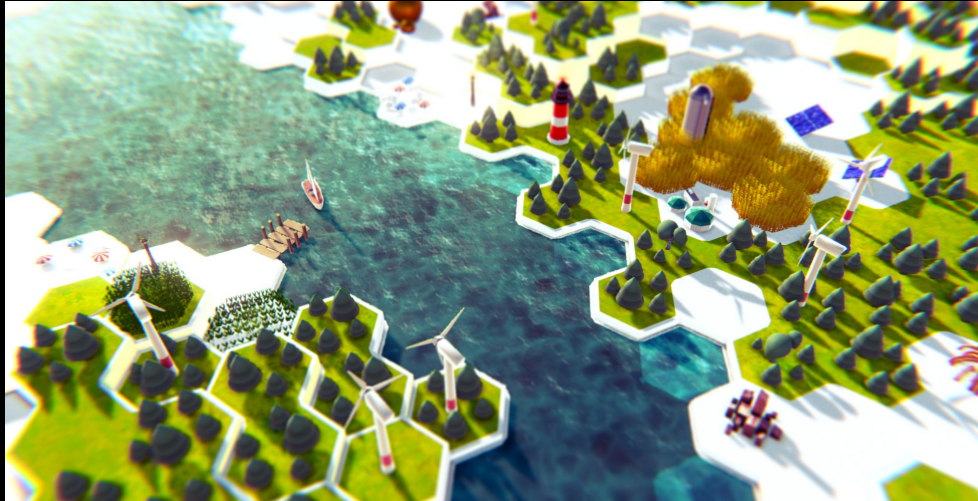




Technical Achievements



Motivation & Inspirations



Planet Surface Example



Planet Tiles Example

Asset Packs - *For a vivid world and beautiful looks!*



Polygon Nature Pack



Polygon Sci-Fi Space Pack

Multi Planetary
Strategy Game

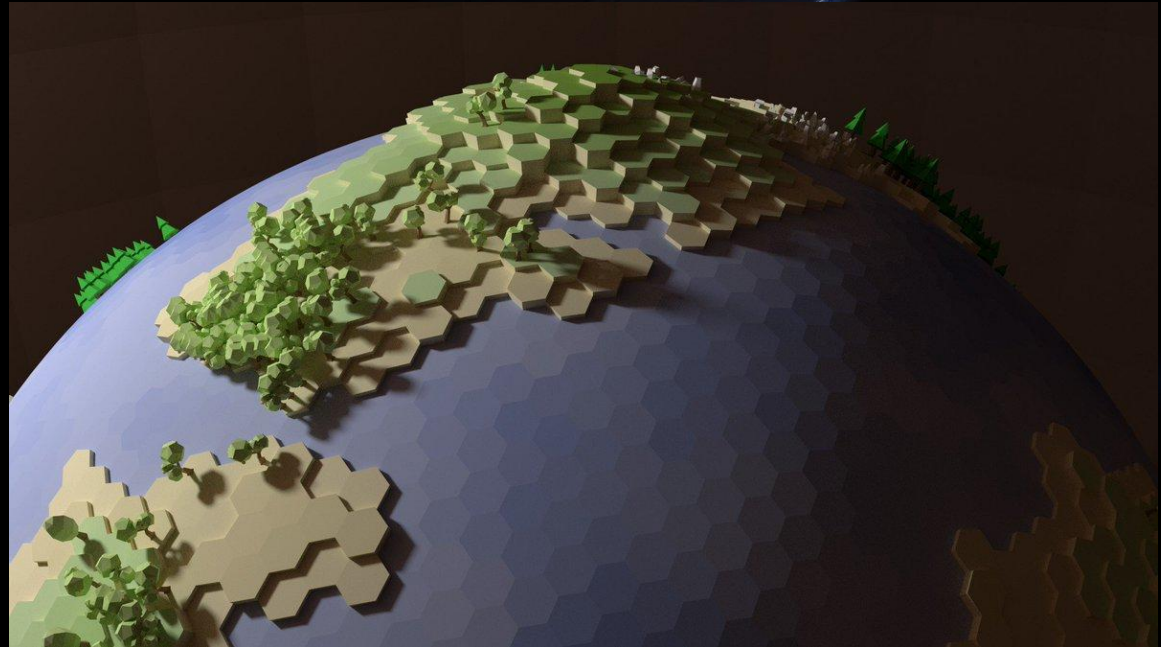


Generated Solar
System

**BIG
IDEA
BULLSEYE**

Functional Minimum

Build Basic
Game Mechanics



<https://twitter.com/BramStolk/status/775820033083650048>

Low Target

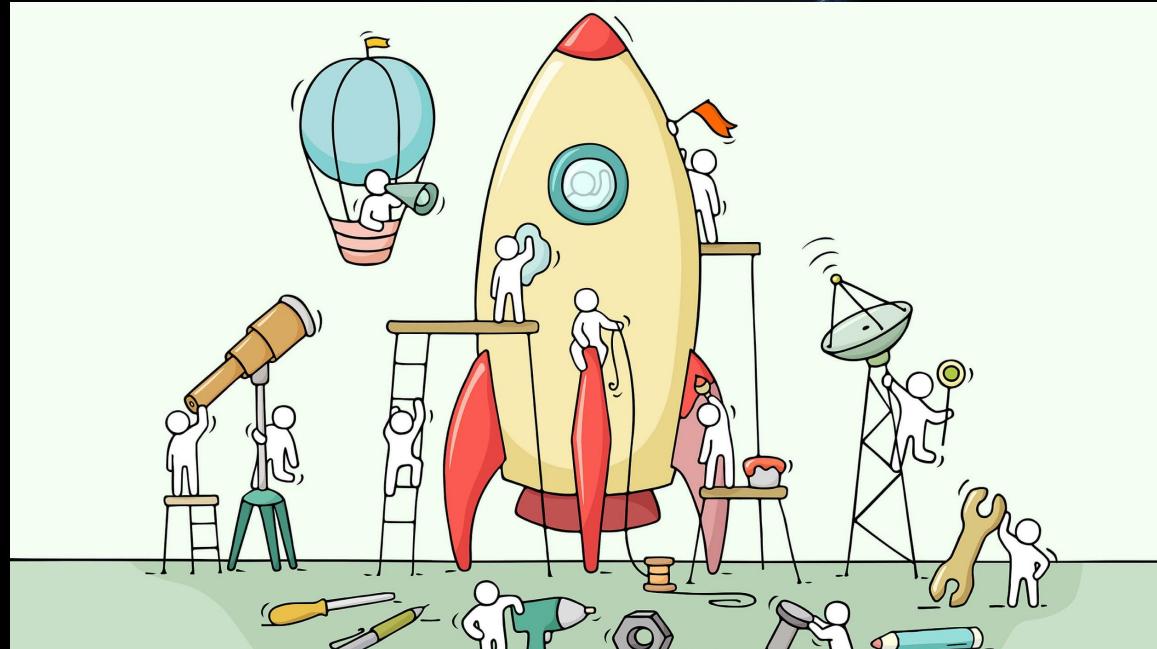
Build Solar System



<https://www.youtube.com/watch?v=rqMcPZoEc3U>

Desirable Target

Introduce Work Force



<https://www.ku.ac.ae/wp-content/uploads/2019/03/Space-work-force.jpg>

High Target

Introduce
Combat System



https://pbs.twimg.com/media/DO7Lz_OXkAEIKSC.jpg:large



End