

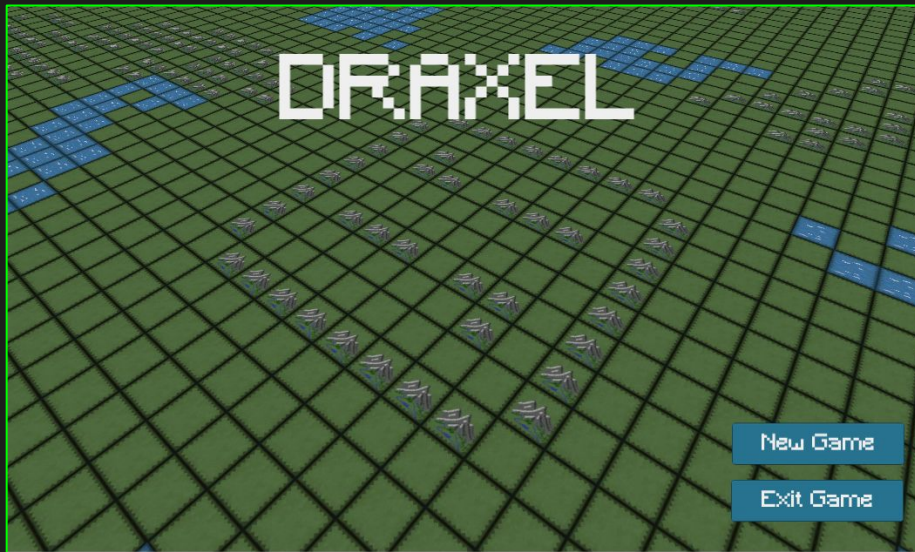
Draxel INTERIM REPORT

a Game BY P.A.U.L.



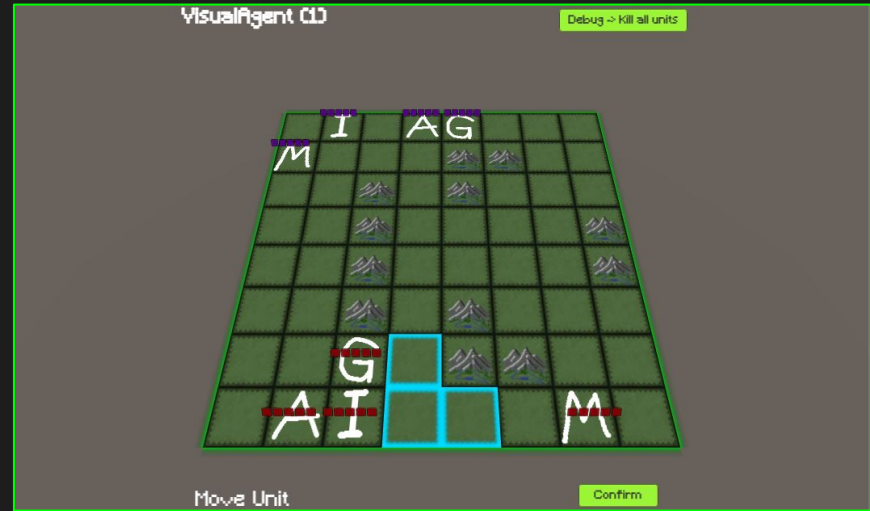
PROGRESS

- ∴ FULLY PLAYABLE
- ∴ GAME LOGIC IMPLEMENTED
- ∴ FIRST AIS USABLE
- ∴ FIRST UI ITERATION



IMPLEMENTATION

- ∴ UNITY'S TILEMAP
- ∴ OWN STRUCTURE FOR GAMESTATE
- ∴ CANVAS FOR HEALTH AND UI



CHANGES/CHALLENGES

- ∴ CLEARER PHASES
- ∴ VISUAL APPROACH FOR AI
- ∴ PREPARATION FOR HEURISTIC AI
- ∴ SUBOPTIMAL TASK PLANNING

Demo