

GOOGLE ENTERTAINMENT

THE CUSTODIAN

ALPHA RELEASE



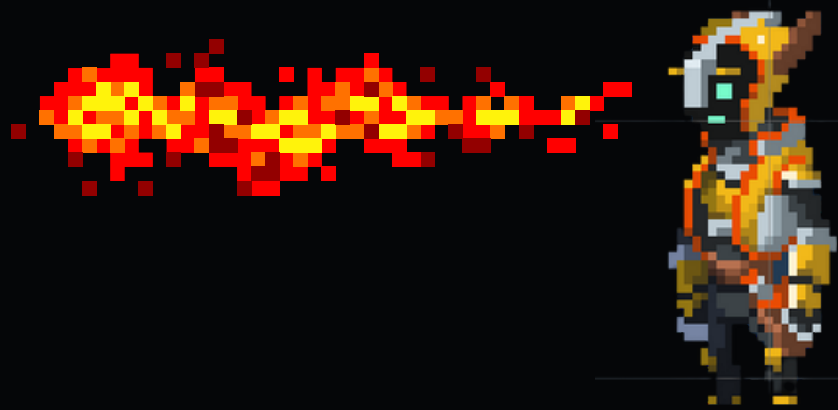


MENUS

The image shows two menu screens from a game, set against a space-themed background with a planet and asteroids. The left screen is titled "GamePlay" and features three sliders: "Difficulty" (set to the middle), "(Timeline Tick Speed)" with "Fast" and "Slow" labels, and "Mouse Scroll" (set to the right). A "Save" button is at the bottom. The right screen is titled "Settings" and has three buttons: "Gameplay", "Audio", and "Back".

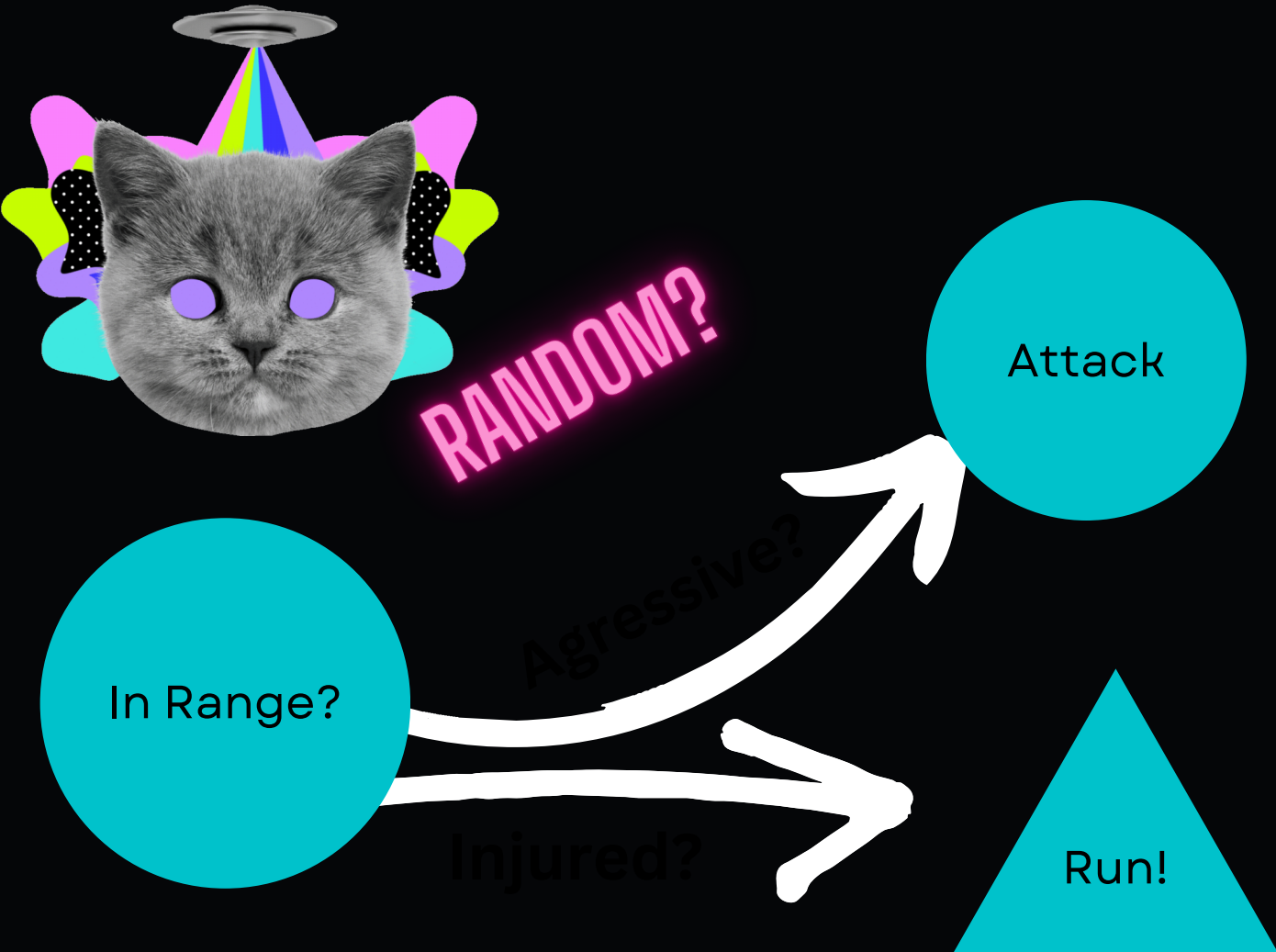
TUTORIAL LEVEL

The screenshot shows a game interface with a character in a grid of slots. The character is positioned in the 4th slot. A tutorial text box is overlaid on the grid, containing the text: "Custodian" and "When a card is played: it will be initialized on the corresponding slots according to its speed". The text box also includes a small icon of a card. The grid has 10 columns and 3 rows. The top row is labeled with numbers 1 through 10. The character is in the 4th slot of the middle row. The background is a grey wall with a yellow and black striped pattern on the left. The top of the screen shows a health bar (10/10) and a mana bar (5/5). The bottom of the screen shows a yellow diamond icon.



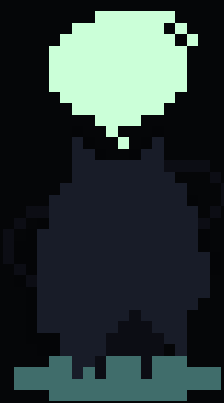
AI & PATH FINDING ALGORITHM

- STATES
- BEHAVIORS
- WEIGHTS



	B				
		14	10	14	
		10	A	10	
		14	10	14	

NEW ENEMIES, NPCS & THEIR AIS



MASTERMIND



SOON TO BE FIRED!



GOOD GIRL

NEW CARDS



BARK
damage of the next attack +1
range of the next movement -1


 3



REVERSE ELECTRODES
block and bounce back 1
damage

 3

 5  



STORM STRIKE

 5  10

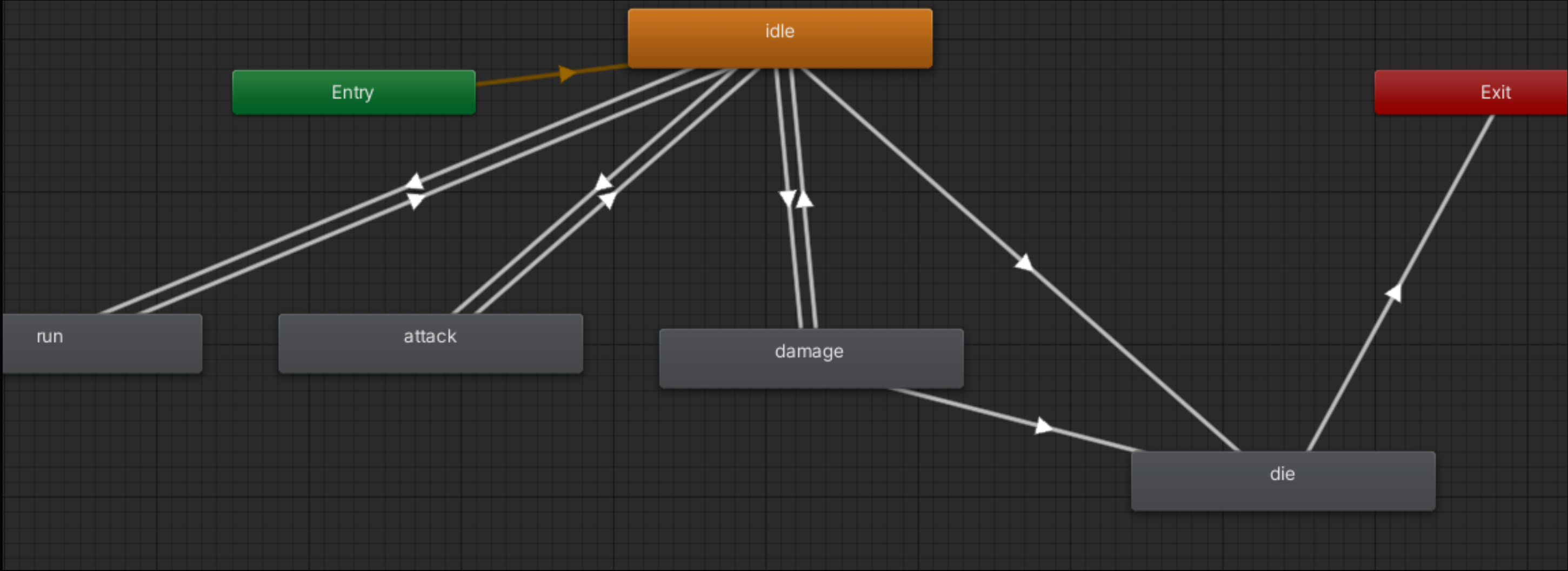
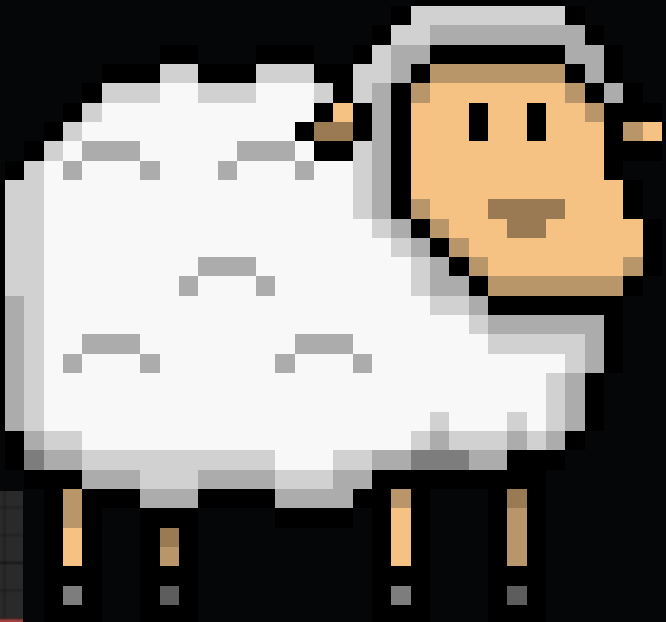
 8  

AUDIO

TRIGGERED WITH CARD
ACTIVATION

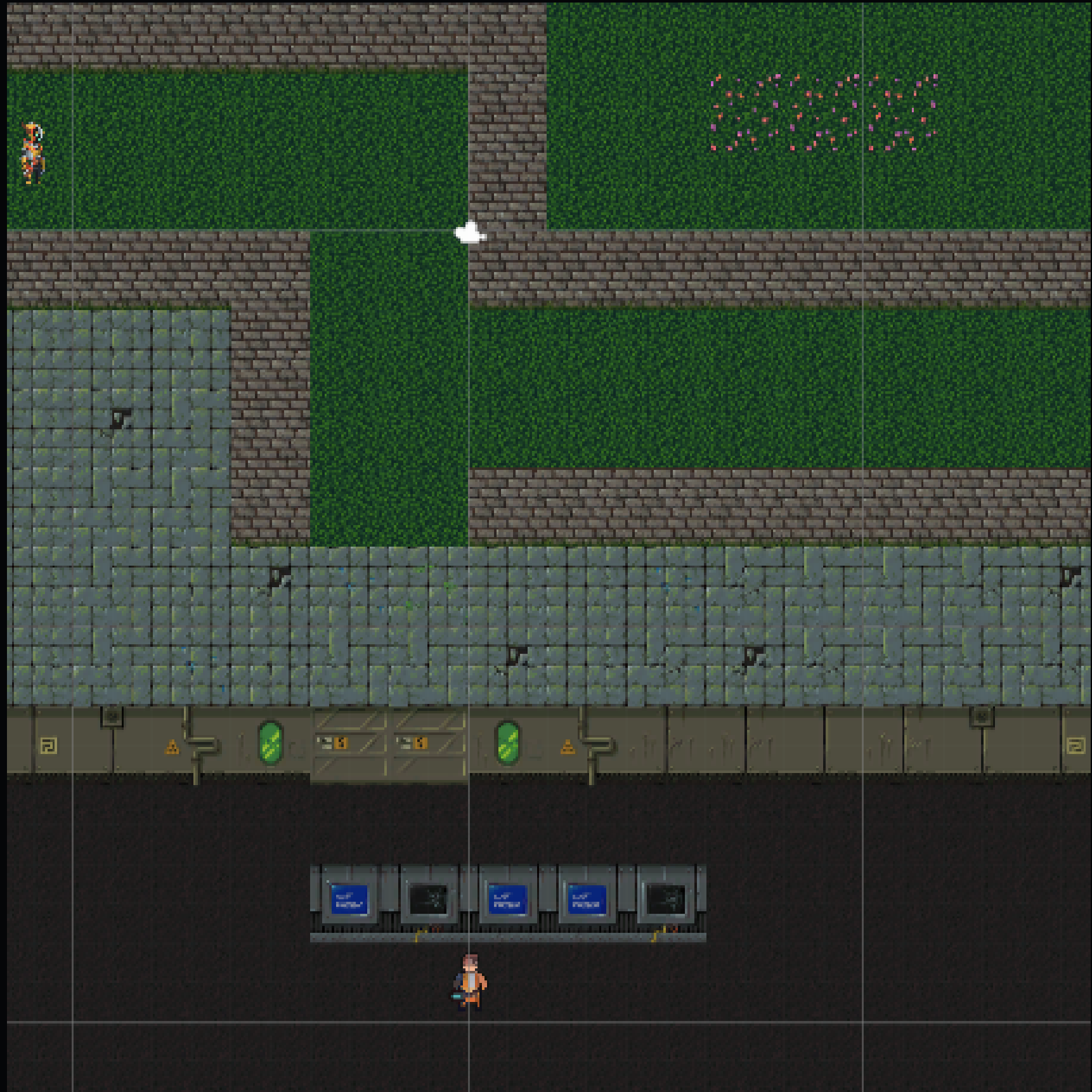


ANIMATION



WORK IN PROGRESS

EVENT LEVEL &
MORE BATTLE
LEVELS



WORK IN PROGRESS

WORLD MAP



LET'S GO TO THE
LIVE DEMO!

FUTURE TASKS FROM LAST MILESTONE



TUTORIAL LEVEL



MORE ENEMY



DUPLICATION



MORE BATTLE LEVEL



MORE CARDS



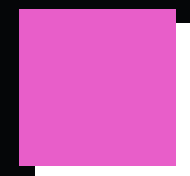
MAIN MENU



AUDIO

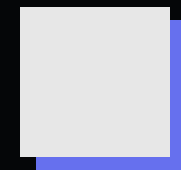


SETTING MENU

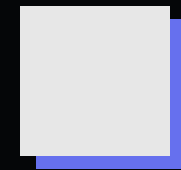


EVENT LEVEL

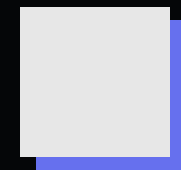
FUTURE TASKS



EVENT LEVEL



BUG FIXING



ONE MORE BATTLE LEVEL
(NICE TO HAVE)

THANK YOU FOR
YOUR ATTENTION!