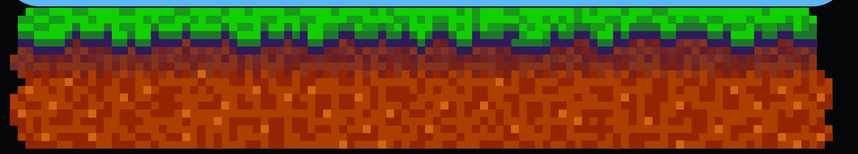
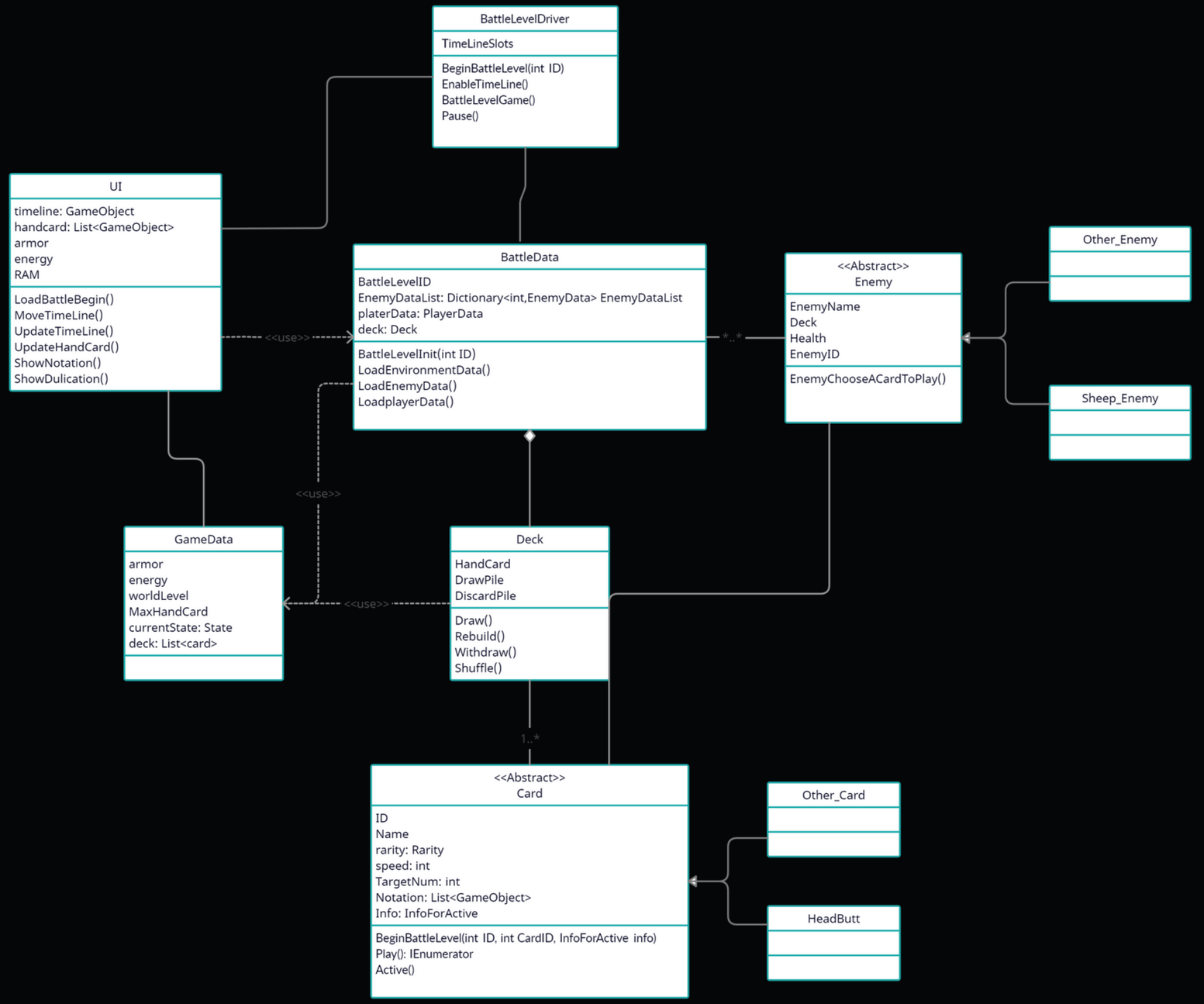
QOOGLE ENTERTAiNMENT

THE CUSTODIAN

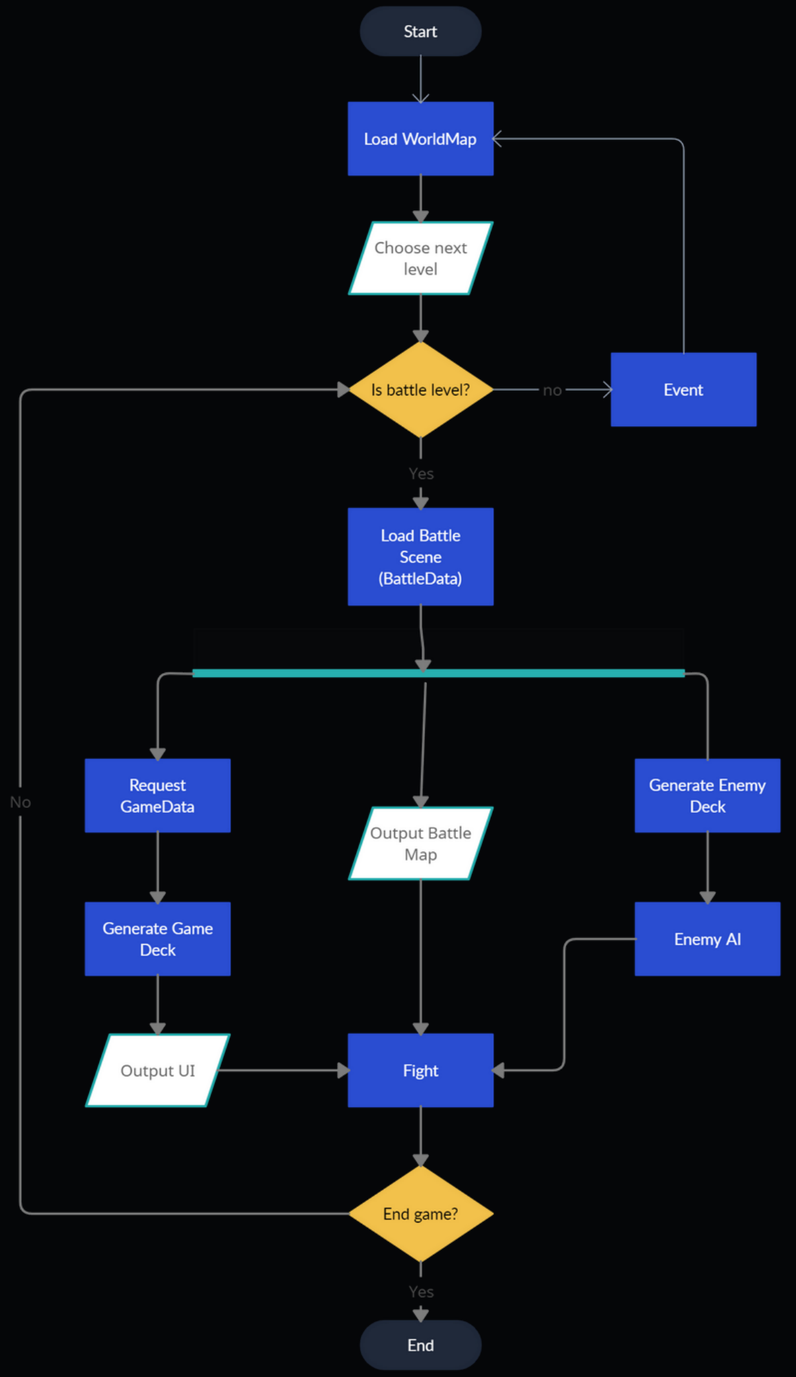
III INTERiM DEMO

CODE STRUCTURE

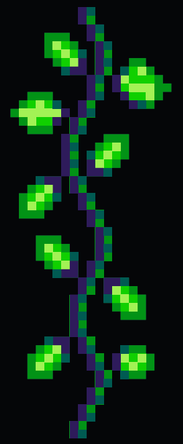


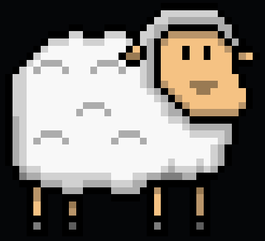


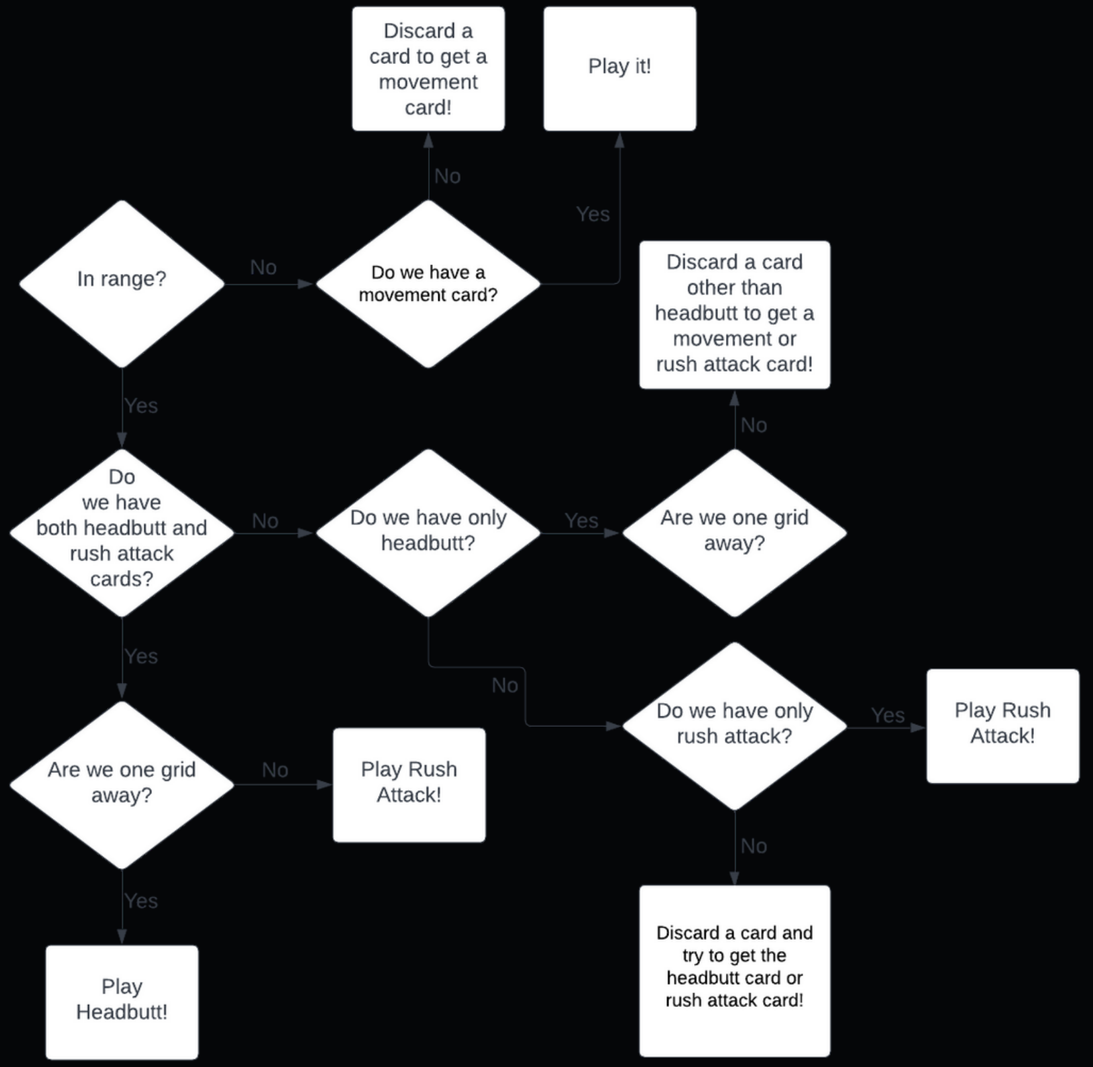
MAIN LOGIC


Start
Load WorldMap
Choose next level
Is battle level?
no
Event
Yes
Load Battle Scene (BattleData)
No
Request GameData
Output Battle Map
Generate Enemy Deck
Generate Game Deck
Enemy AI
Output UI
Fight
End game?
Yes
End

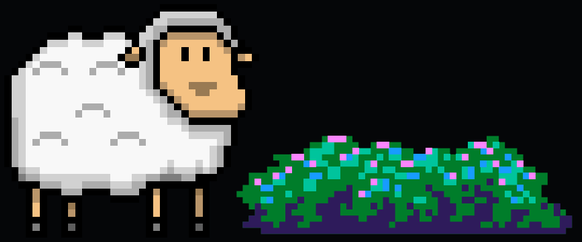
SHEEP AI SCRIPT LOGIC



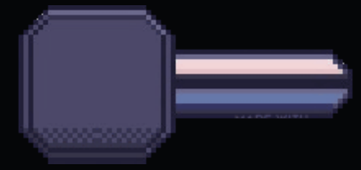




BATTLE MAP



UI



CARD PREFABS

LET'S GO TO THE LIVE DEMO!

PROGRESS OVERVIEW

- [ ] MAIN GAME LOGIC
- [ ] BATTLE MAP
- [ ] BATTLE SCENE UI
- [ ] BASIC CARD IMPLEMENTATION
- [ ] BASIC ENEMY
- [ ] DECK
- [ ] WORLD MAP
- [ ] PREFABS

FUTURE TASKS

- [ ] TUTPRIAL LEVEL
- [ ] DUPLICATION
- [ ] MORE CARDS
- [ ] AUDIO
- [ ] EVENT LEVEL
- [ ] MORE ENEMY
- [ ] MORE BATTLE LEVEL
- [ ] MAIN MENU
- [ ] SETTING MENU

THANK YOU FOR YOUR ATTENTION!