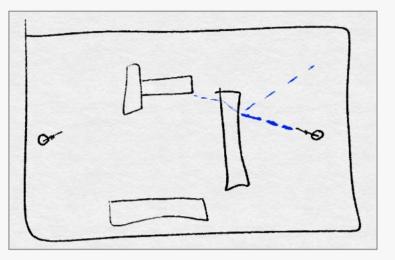
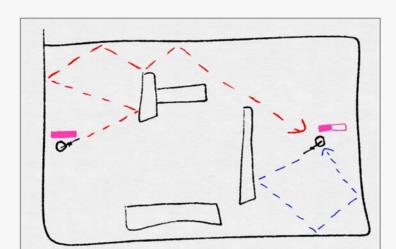


# 

Lou Kramer Hubert Cao Tobias Weiher Manuel Dahnert

# First sketches





4<sup>th</sup> April Kick-Off

- **Top-Down Arena Shooter**
- Reflecting Light projectiles
- **Destructible Obstacles**

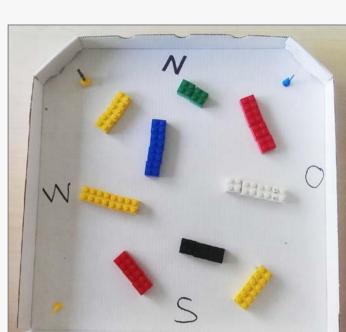
25<sup>th</sup> April **Game Proposal** 



- Round-based (Planning + execution phase)
- Projectiles reflect at obstacles & walls
- Shooting increases the weapon heat

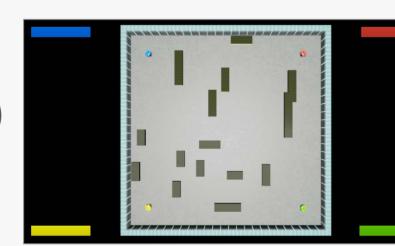
9<sup>th</sup> May Prototype





# **Low Target**

- Basic HUD (Health bars)
- Projectiles damage



# **Functional Minimum**

- Twin-Stick controls
  - Obstacles & Arena
- Local Multiplayer
- Projectiles

# **Desirable Target**

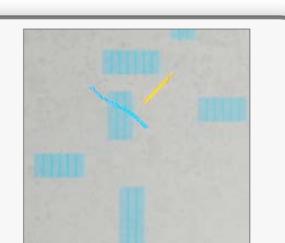
- Basic main menu
- Random Map generator
- Obstacle destruction
- Projectile reflections

# Low Target (cond.)

- Multiple obstacle types
- Projectile color accord. to energy level
- Adjusted Weapon Heat



- Projectile light trails
- Advanced



- Power Ups
- Rotated obstacles

# 13<sup>th</sup> June Alpha Release

23<sup>th</sup> May

Interims Release

## **High Target**

# **PLAYTESTING PARTY**

- 10 testers
- Pizza & drinks
- Constructive feedback



# **Playtesting Feedback**

- Controller vibration
- Scoreboard
- Countdown screen on start

27<sup>th</sup> June Playtesting

12<sup>th</sup> July

Demo Day

# **Project conclusion**

- Project notebook
- Game trailer
- Demo day preparation