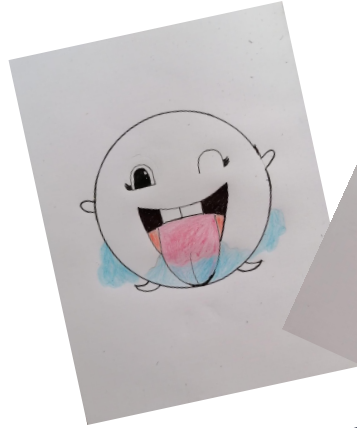


Clirty

Clean or Dirty

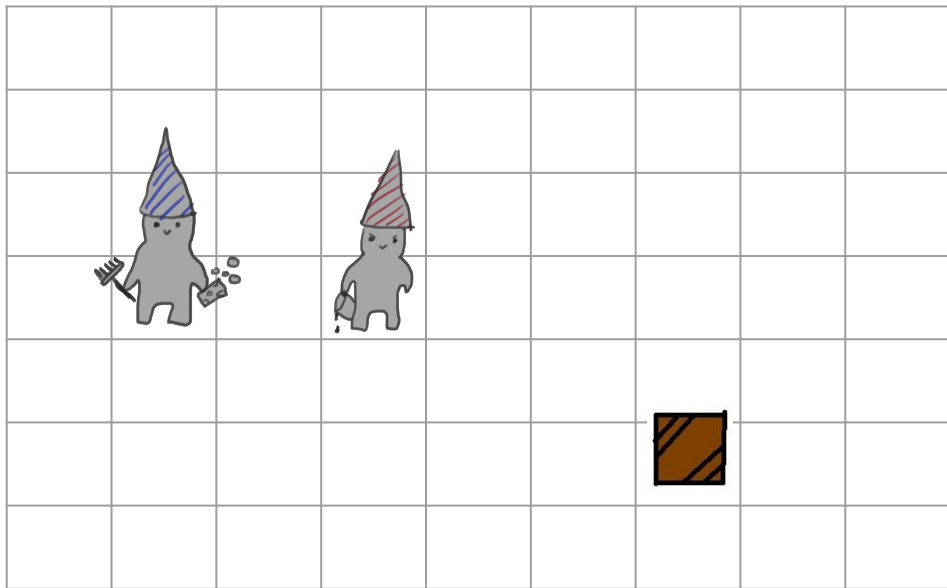


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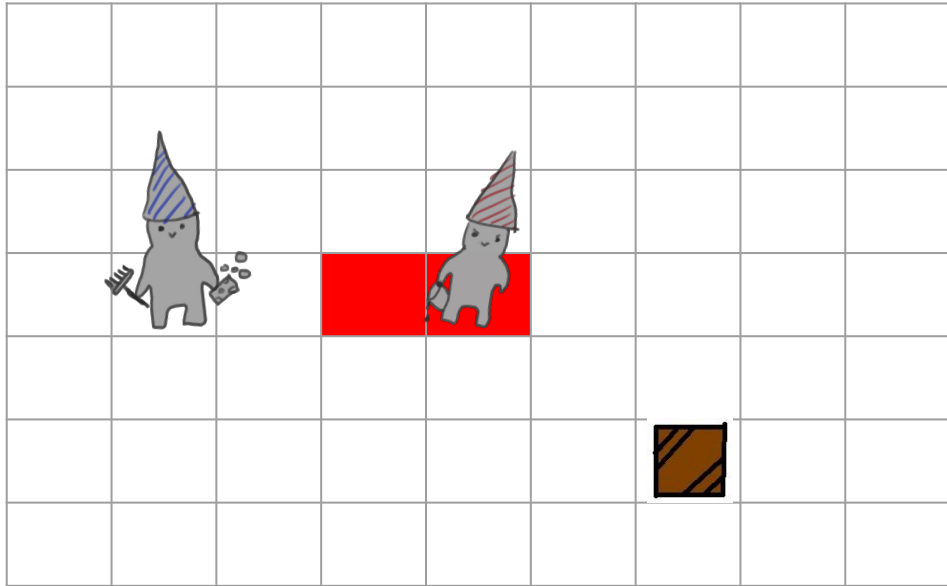
Prototype

- Discretize game in time and space
 - Grid world
 - Turns
- Every cell in the grid is either dirty or clean
- Props scattered randomly on board
- Player move from cell to cell
- Time limit linked to turn count
- Number of clean and dirty fields when timer reaches zero decides who wins and who loses

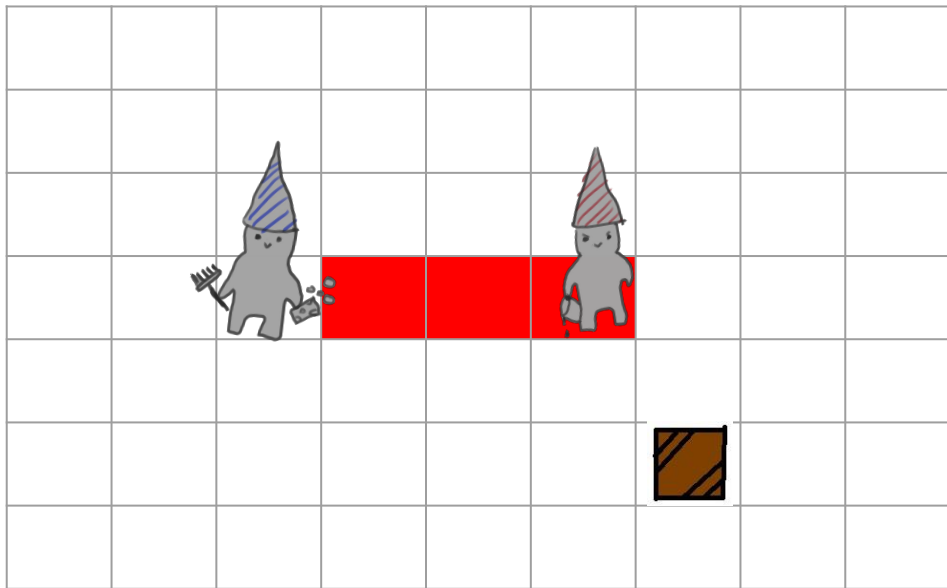
Game Pieces



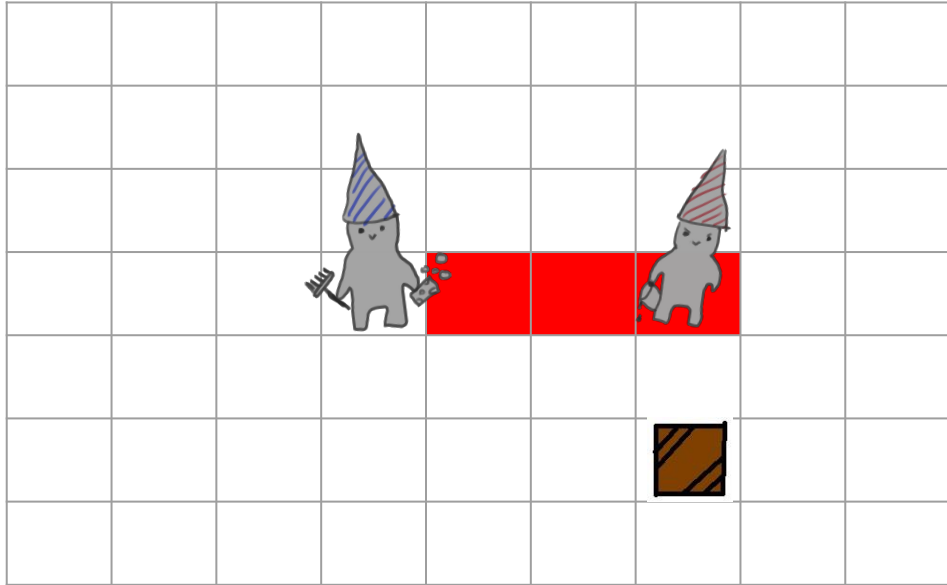
Movement



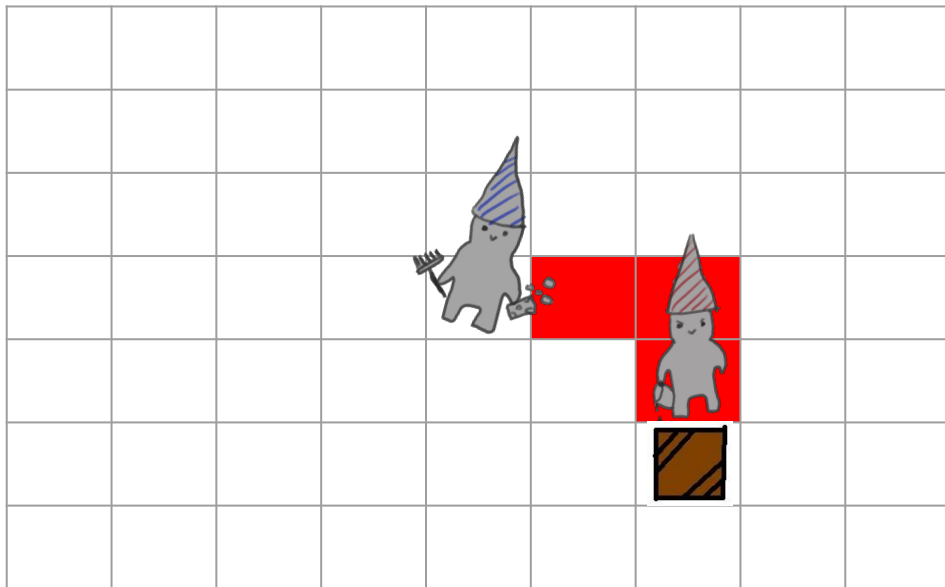
Movement



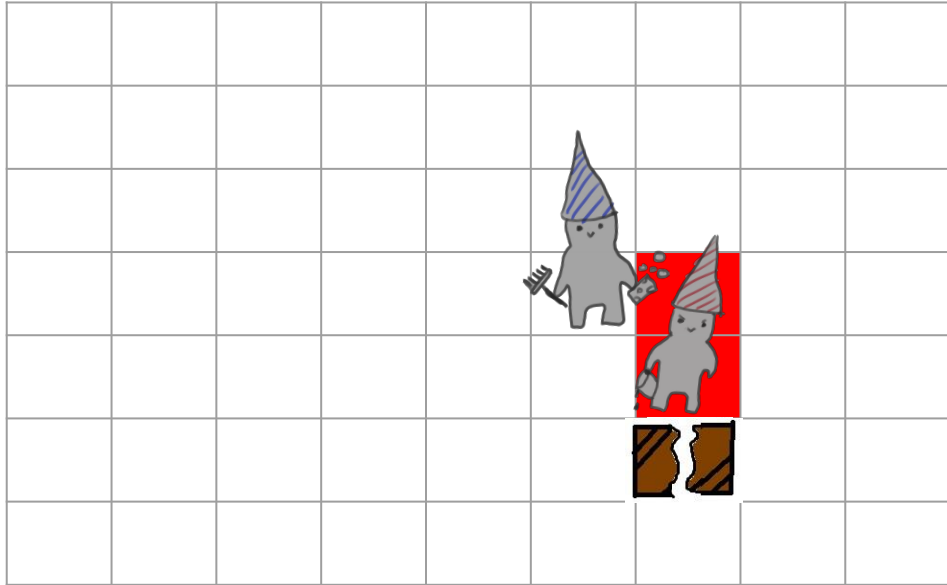
Movement



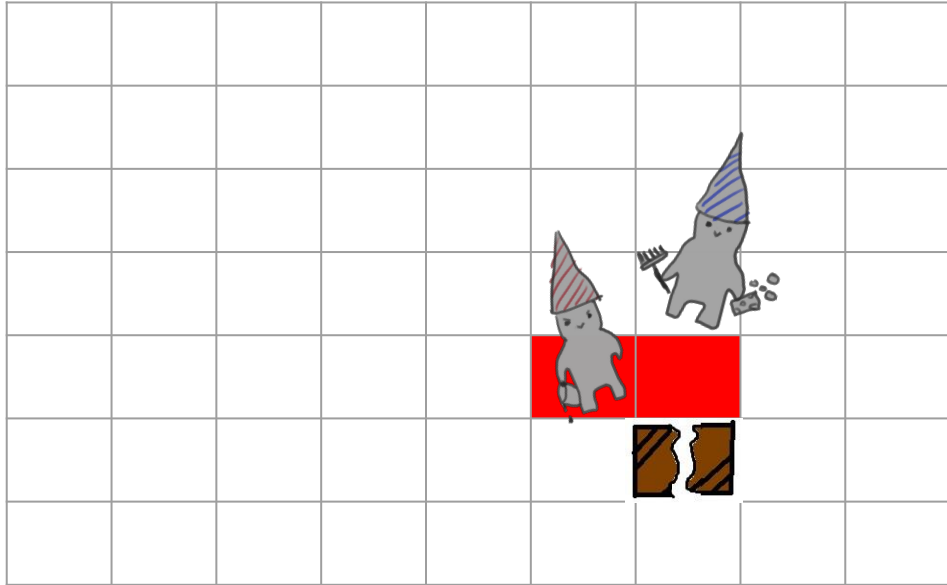
Destroy Object



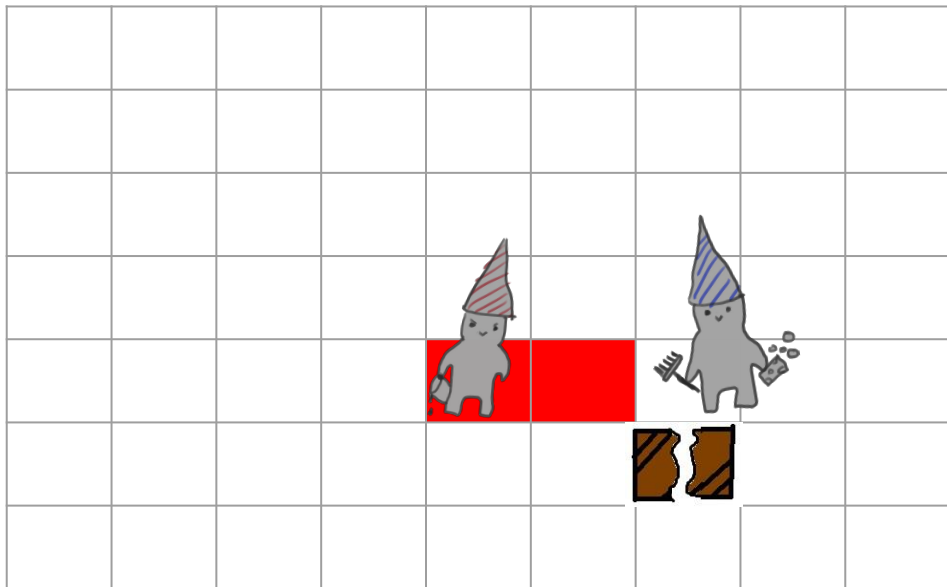
Destroy Object



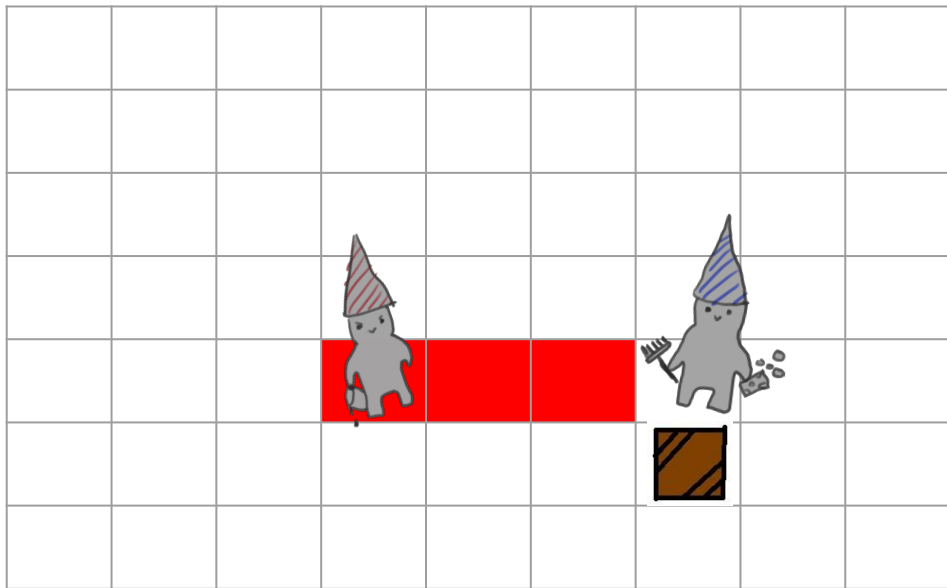
Destroy Object



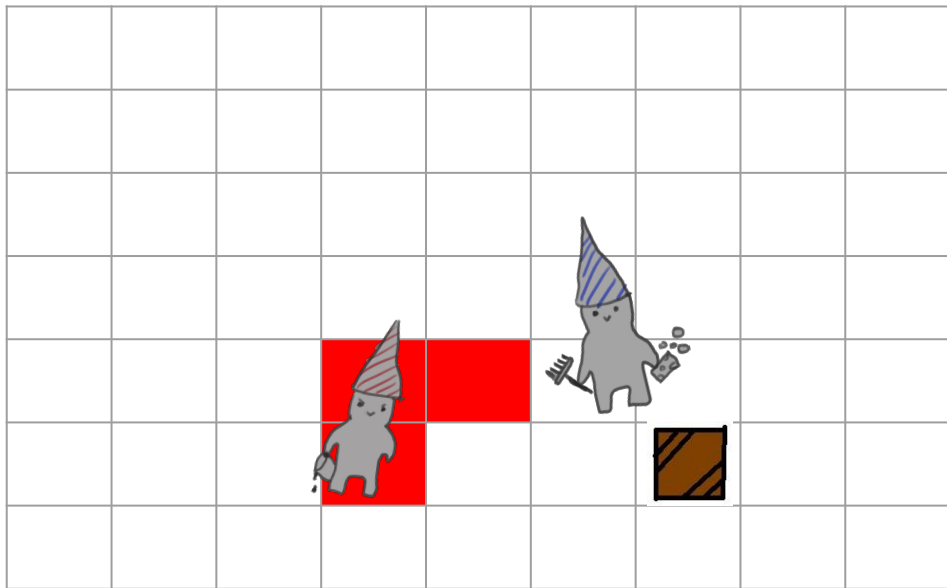
Repair Object



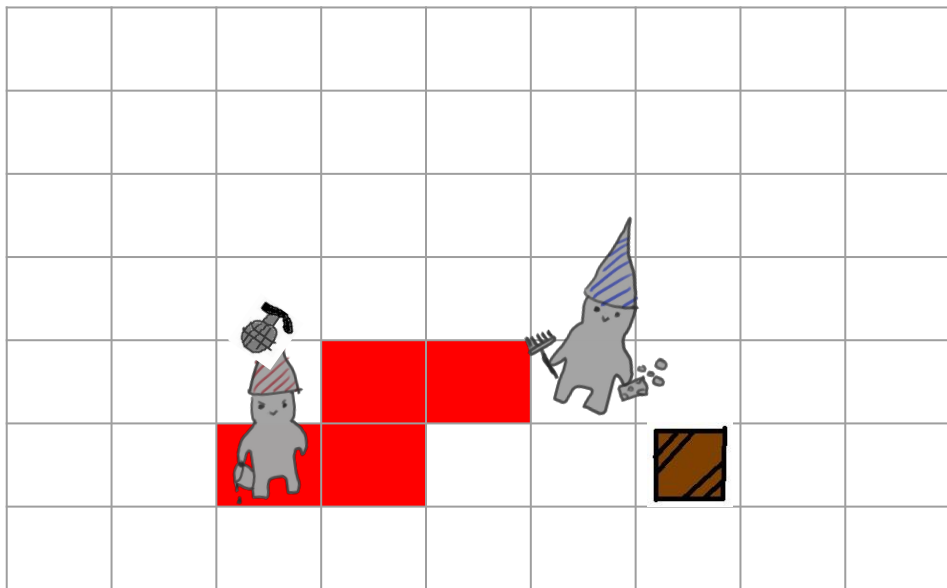
Repair Object



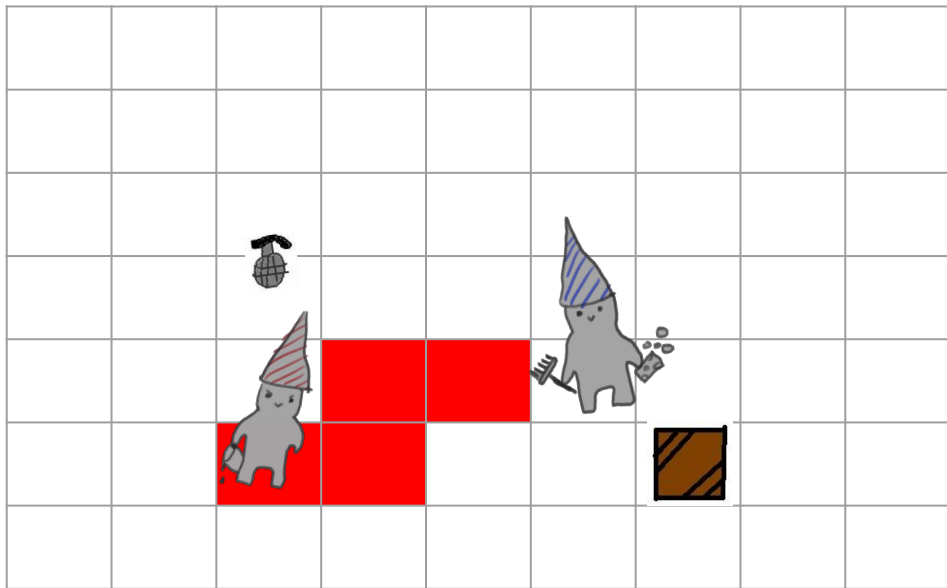
Repair Object



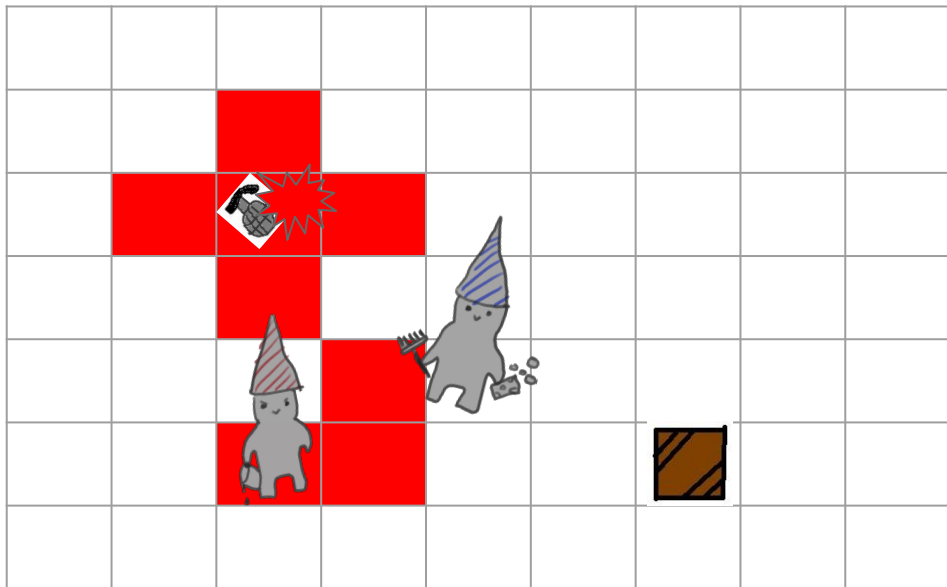
Use skill



Use skill



Use skill



Use skill



Demonstration

Demonstration time !

Learnings

- Interaction between teams is crucial to diversify the experience and make a fun game
- Start state of the board is important for balancing
- Enjoyable and cute graphics are important to excite and keep interest

Time for
questions,
comments and
opinions.

Opinions?