Caviators

A game by Arbitrary Team Name Productions

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Learning to Fly

Implemented Features

- Spawning of Birds and Wind

- Complete Play-Cycle

- Primary Sound & Visual Effects

- Environment Art

Incomplete Features

- Upgrades

- Music

- Simulated Wind

- Story Aspects

2nd Gameplay Demo

What have we Learned?

- Make Effort to Communicate

- Clean Start Helps Sometimes

- Finish Core Gameplay First

- Fancy Controls = Tons of Work

Live Demo!

Dieser Pfeil deutet an, dass ihr nicht mehr hier hin schauen sollt, sondern wo anders hin. Dies soll nicht zwingend dazu verleiten aus dem Fenster zu sehen. Team Arbitrary Team Name Inc. empfiehlt die Augen auf unseren Prototypen zu richten.