Primary Mechanics: Sapper Controls

- Sap
- Build Ballista
- Distract
- Scout
- Build Ram
- Build Bridge
Completion of Goals & Subgoals

- Completed all Terrain Goals (Hexs, Fog, pathing)
- Implemented Major Game Mechanics
- Succeeded in implementing AI
Primary Mechanics: Enemy Actions

Scouts patrol on timed intervals with a set number of patrols

Sappers able to move freely across the map

Scout abilities

Random Events

In Progress
Largely Completed Environment & Terrain
Sound and Music

Background Music - “Crossing the Chasm” by Kevin Macleod

Sound Effects - Self Generated for specific events.

Building / Voicing / Firing / Howling / and more
Reward System

Pride from the win

Joy of the hunt

Tally system to present outcome

Shame and humiliation upon defeat
Points of Emphasis

Mechanics / abilities

Replayability - added map editor

Solid Game Play
Things we didn’t implement:

- Alertness on sides
- Random events
- Difficulty progression
- Complex end game
Lessons Learned

Coroutines are your friend - Speedup

Unity - (Scene Conflicts)

No backup plan for simplifying mechanics system
Questions before demo?