



**komp lot**

**one garden,  
one revolution**

# thema & vorgaben

- ▶ *auto battler*
- ▶ *3 klassen mit typen*
- ▶ *trumpf mechanik*

# team

*Producer / Art Direction*

**Anna-Lena Pontet**

*Co-Producer / Tech Direction*

**Kevin Egli**

*Programming*

**Manuel Wirth** *(Lead)*

**Leander Schneeberger**

**Fredrik Vestergaard**

**Luzia Hüttenmoser**

*Game Mechanics*

**Natasha Sebben**

**Ryan Brand**

*2D Art*

**Léa Coquoz** *(Lead)*

**Kristina Rieder**

*UI / 2D*

**Deborah Triggiano**

*3D Characters*

**Nils Lange** *(Lead)*

**Dominic Platten**

**Dominic Hartmann**

**Sound Design & Music**

**Nicolas Matter**

# **klassen & typen**

## *klassen*

- ▶ ***Proletarisches Gemüse***
- ▶ ***Bourgeoisie Mäuse***
- ▶ ***Polizei Insekten***

## **typen**

- ▶ *kannibalen*
- ▶ *fernkampf*
- ▶ *nahkampf*

# organisation

**Production Days 2020** ☆ Production Days Free Team Visible AL DT DH DP +10 Invite

**INFO**

- VORGABEN: Auto Battler, 3 Klassen mit identischen Subtypen, Schrebergarten
- VISION: Class War, Communistic Propaganda
- Zeitplan & Tagesziele
- Departments & Teams
- File Structure & Naming Conventions
- Google Drive
- Coding
- 3D
- 2D

**TO DO - DAY 3**

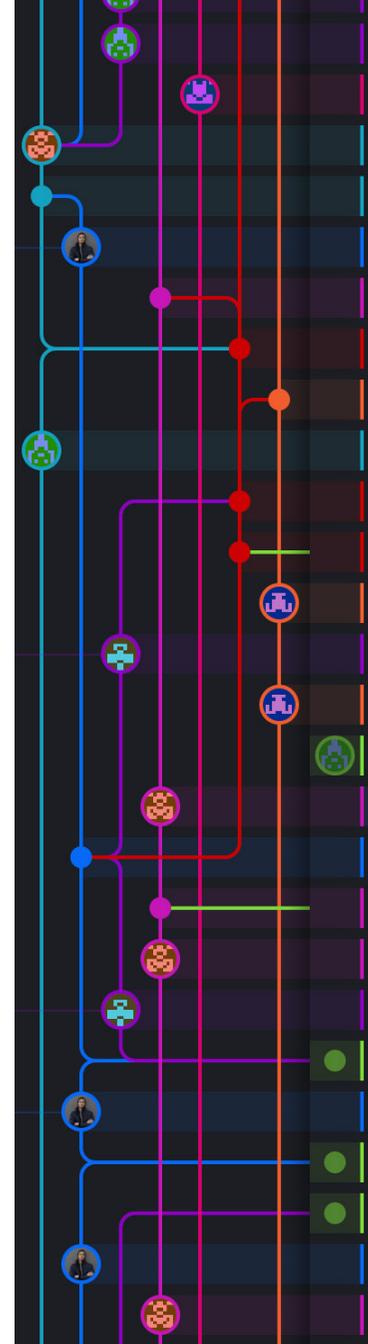
- 2D Assets: Helfen bei Präsentation vorbereiten

**DOING**

- 2D Asset: Shop Reroll Button
- BUGFIXES
- CHARACTERS: Implement Veggie Pawn Models / 2h
- CHARACTERS: Implement Mouse Pawn Models / 2h
- CHARACTERS: Implement Insect Pawn Models / 2h
- CHARACTERS: Base Model Animation / 6h

**DONE**

- GAMEPLAY: Set Money & Active Unit Count Per Wave / 2h
- VFX: Fix Particles Layering
- GAMEPLAY: Reset Money, Board, Round on lose
- UI: All Sprites / 7h
- ORGANIZATION: Create Bug Report Sheet
- CHARACTER: Balance Targeting
- UI: Remove Reroll Button in Shop /



# assets



## Auto-Battles Engine

 Kebu Interactive ★★★★★ 5 | 6 Reviews

**\$49.99**

Taxes/VAT calculated at checkout

 License: Single Entity ▼

 Refund policy ▼

[Open in Unity](#) 

 Fuzzy\_Wuzzy

★★★★★ 7 months ago

### Really well written code

The code is heavily commented and has a lot of stuff you can learn. You can create new figures and synergies easily. Also there are a lot of good prac...

[Read more reviews](#)

License Single Entity

File size 1.4 MB

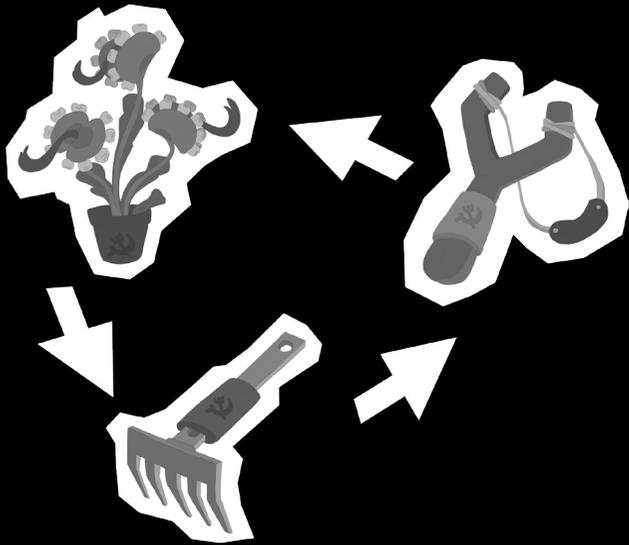
# game loop



▶ *aus 3 klassen  
auswählen*

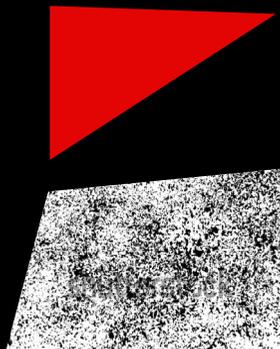
▶ *gegen die anderen  
klassen in 2 levels  
kämpfen*

# mechanics

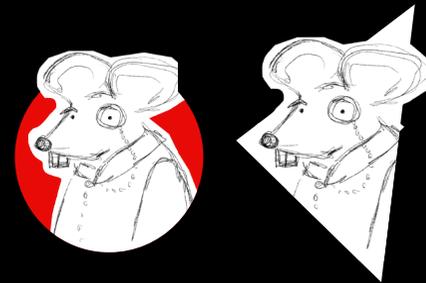


*rogue-like auto battler  
trumpf mechanik ein  
potentielles risiko  
viel playtesting für  
balancing*

# UI



**start start start**  
**0 / 1 Active Units**



- ▶ *russian constructivism*
- ▶ *schwarz/weiss mit roten highlights*

# background

- ▶ 2D Hintergründe mit Billboards für Tiefe



stone field  
dirt ground

tools and trash  
luxurious plants

plank spawn point



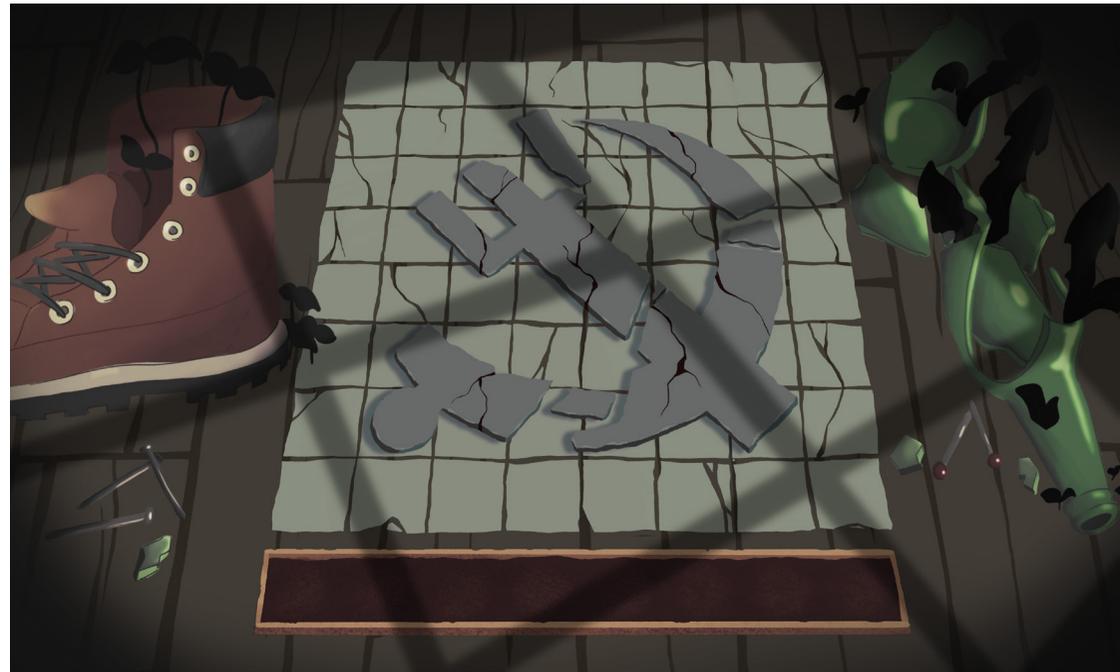
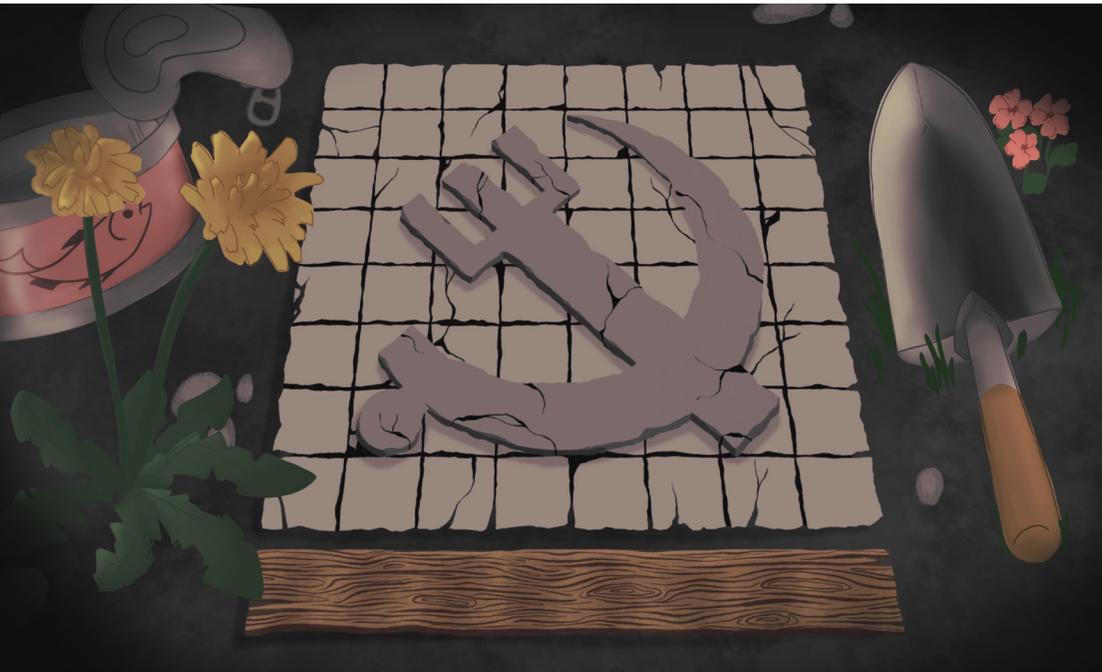
brick field  
wood ground

human objects and trash  
risky stuff

flower pot spawn point

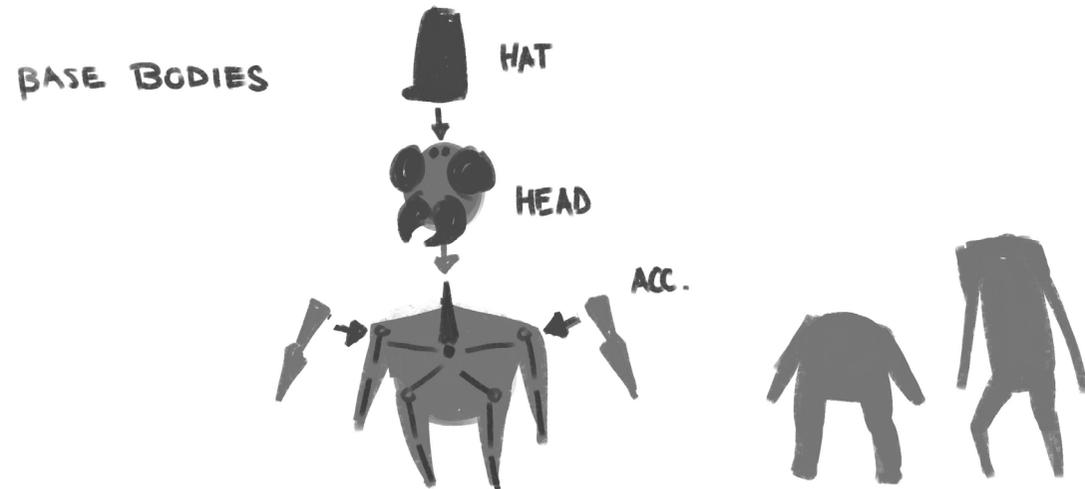
# background

- ▶ *desaturierte Farben*
- ▶ *2 Level, aussen & innen*
- ▶ *verlassene Stimmung*



# characters

- ▶ 3 körper mit austauschbaren Köpfen
- ▶ Accessoires



# characters



# music & sound

- ▶ *„papers, please!“ und soviet era waltzer als inspiration*
- ▶ *melancholische waltzer tonleiter*
- ▶ *eigens komponiert*
  
- ▶ **sound fx**
- ▶ *lesbarkeit unterstützen*
- ▶ *noch keine abstimmung mit welt, karaktere haben keine stimmen*



**let's**  
*play!*