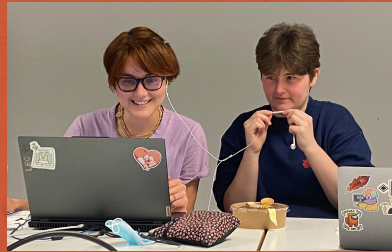


# SANSŪ VS LORDS OF THE MEAT



Dogs bite back

# THE TEAM DAISY



## PRODUCTION

Kathleen Bohren  
Léa Coquoz

## MECHANICS

Julian Maier  
Miyu Sawamoto  
Alain Prélaz

## CODE

Pascal Aregger  
Lorenz Kleiser

## SOUND DESIGN

Saniya Sagutdinova

## IMPLEMENTATION

Manu Wirth  
Julian Maier

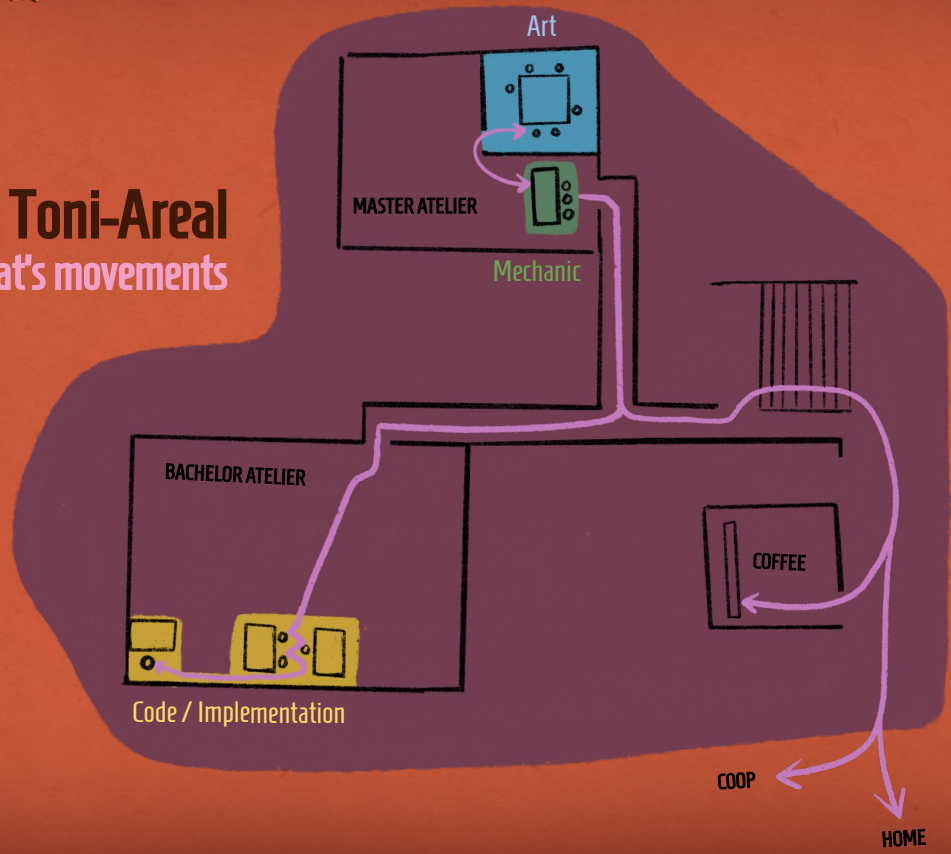
## ART

Leonhard Holzenburg  
Anja Schrodin  
Natascha Dübi  
Akshay Prasad  
Sibel Metinoglu  
Manu Wirth



# PRODUCTION

Toni-Areal  
Léa and Kat's movements



# ORGANISATION

| DAY 1  | DAY 2  | DAY 3 CONTENT FREEZE AT 16H  | DAY 4  |
|--|--|--|--|
| Character Design   | Animals character walk done  | Animals characters and   | Playtest   |
| Environment Design   | Shader   | Particles / FX   | Bug report   |
| UI style pitch   | Main UI planned  | Text UI & main UI done   |  |
| Asset list 3d & 2d   | Enemies design   | Enemies animation done   |  |
| Asset list UI  | Main models environment done   | All environment models done  |  |
| Start modelling  | Level 01   |  |  |
| Basic mechanic (char. & enemy)   | Enemy defining   | Playtest   | Playtest   |
| Game Loop  | Attacks defining   | Tweaking   | Bug report   |
| Level Design   | after 13h Help art team  |  |  |
| UI requirements  |  |  |  |
| Asset list   | Boss theme   |  | Playtest   |
| Main theme   | Character fx   | Enemies fx   | Bug report   |
| First prototype :<br>player movement<br>enemy<br>playground setup<br>HP & death mech<br>calcul input (one digit)<br>mod test | Second prototype, First Build :<br>player attacks<br>combo mech<br>placeholders for character & enemies<br>basic environment placed<br>calcul input (2 digits) | Third Prototype, Second Build :<br>implemented animations<br>implemented sounds<br>place environment | Finished Build<br><br><br><br><br><br><br><br><br><br>Prepare presentation |

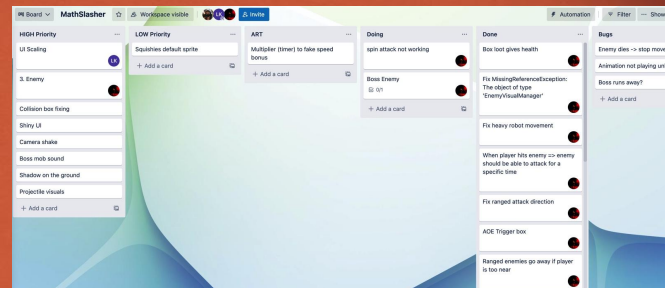
|    | A                  | B                      | C                | D                                    | E                       | F | G           | H                    |
|----|--------------------|------------------------|------------------|--------------------------------------|-------------------------|---|-------------|----------------------|
| 26 | Effects            | PlayerSpecial2         | 2D               | Wurfsitem mit Trail                  |                         |   |             |                      |
| 27 | Effects            | PlayerSpecial3         | 2D               | Spin attack                          |                         |   |             |                      |
| 28 | Effects            | EnemyHit               | Particles mit 2D | Funken fliegen                       |                         |   |             |                      |
| 29 | Effects            | FinishingMoveBossFight |                  |                                      |                         |   |             | 2, Prio              |
| 30 | Effects            | EnemyMoveSwing         | 2D               | Small                                |                         |   |             |                      |
| 31 | Effects            | EnemyRangedAttack      |                  | Misranged (Projectile oder so)       |                         |   |             |                      |
| 32 |                    |                        |                  |                                      |                         |   |             |                      |
| 33 | Effects/Background |                        | 3D               | Water shader                         |                         |   | almost done |                      |
| 34 | Effects/Background |                        | 3D               | Grass with Shader (chly Terrain)     |                         |   |             |                      |
| 35 |                    |                        |                  |                                      |                         |   |             |                      |
| 36 | Background         |                        | 3D               | Bush 1, ...                          |                         |   | Sibel       | doing                |
| 37 | Background         |                        | 3D               | Tree 1, ...                          |                         |   | Sibel       | placeholder done     |
| 38 | Background         |                        | 3D               | Shrine Lantern                       |                         |   | Sibel       |                      |
| 39 | Background         |                        | 3D               | Shrine Statue 1                      |                         |   | Sibel       |                      |
| 40 | Background         |                        | 3D               | Shrine Statue 2                      |                         |   | Alain       | if you have time     |
| 41 | Background         |                        | 3D               | Tor-Gate                             |                         |   | Sibel       |                      |
| 42 | Background         |                        | 3D               | Fallen over Trunk 1, ...             |                         |   | Sibel       | doing                |
| 43 | Background         |                        | 3D               | Bridge Wooden                        |                         |   | Lete        | almost done          |
| 44 | Background         |                        | 3D               | Pottery Small                        |                         |   | Lete        | almost done          |
| 45 | Background         |                        | 3D               | Pottery Large                        |                         |   | Lete        | almost done          |
| 46 | Background         | Candle(Nummer)         | 3D               | Candles () as a package              | CandlePack.unitypackage |   | Lete        | almost done          |
| 47 | Background         |                        | 3D               |                                      |                         |   |             |                      |
| 48 | Background         |                        | 3D               |                                      |                         |   |             |                      |
| 49 | Background         | BigStone               | 3D               | Really Big Stone with Elevation      | bigStone.unitypackage   |   | Lete        | done /scaling is com |
| 50 | Background         | flagPole               | 3D               | Flag Pole                            | flagPole.unitypackage   |   | Lete        | done                 |
| 51 | Background         |                        | 3D               | Shrine old cans, litter pack         |                         |   | Sibel       |                      |
| 52 | Background         |                        | 3D               | L-shaped house, deselpark aesthetics |                         |   | Alain       |                      |
| 53 | Background         |                        | 3D               | Stones                               |                         |   | Alain       |                      |
| 54 |                    |                        |                  |                                      |                         |   |             |                      |
| 55 | Background         |                        | 3D               | Tree type 2                          |                         |   | Sibel       | on hold              |
| 56 | Background         |                        | 3D               | Trunk type 2                         |                         |   |             |                      |

## TEXT CHANNELS

- # welcome
- # announcements
- # art
- # programation
- # mechanics
- # sound
- # process-pictures
- # cheesyquotes

## VOICE CHANNELS

- Meeting
- free-talking

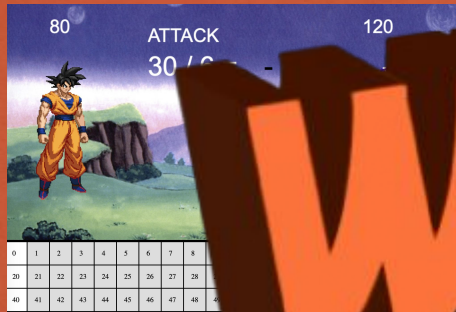


# THE THEME

Mechanics

Visuals

Topic



Mathematical  
and Hack and Slash

# WESTOL



Anime



Meat / Hunt / ~~Cars~~

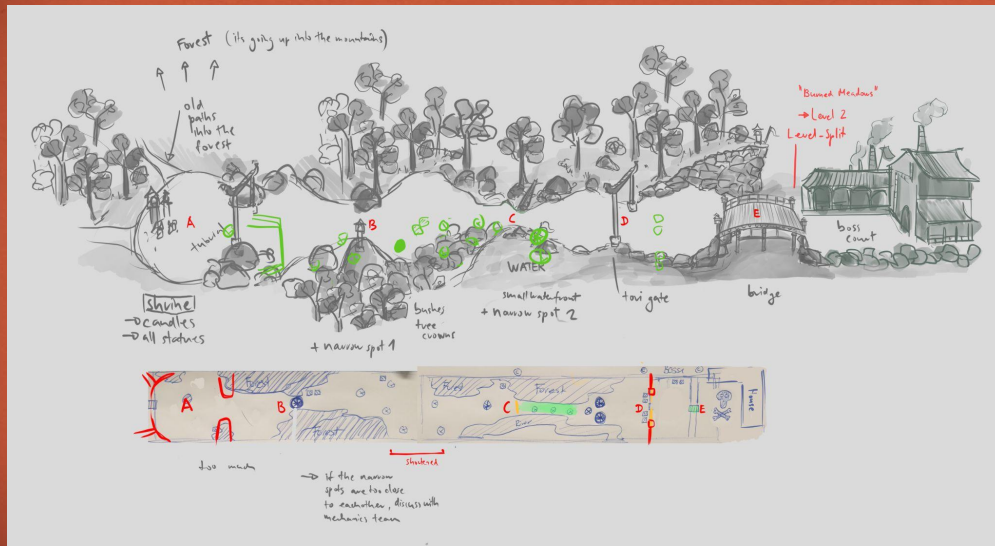
# THE STORY



Story by the art team, comic panels by Akshay Prasad



# MECHANICS



BASIC HIT

MELEE ATTACK  
3+2

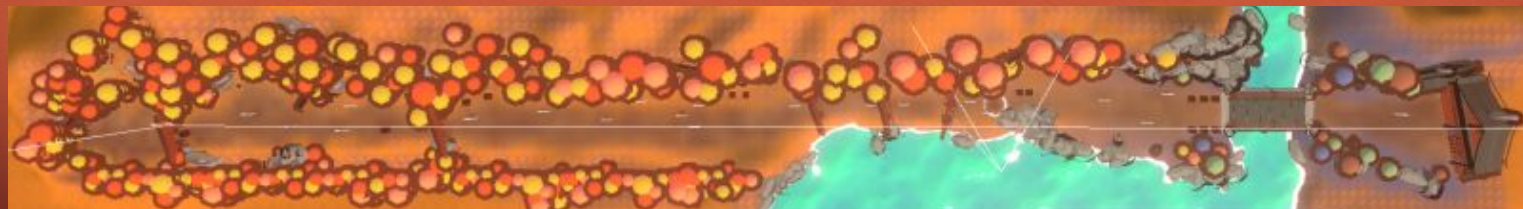
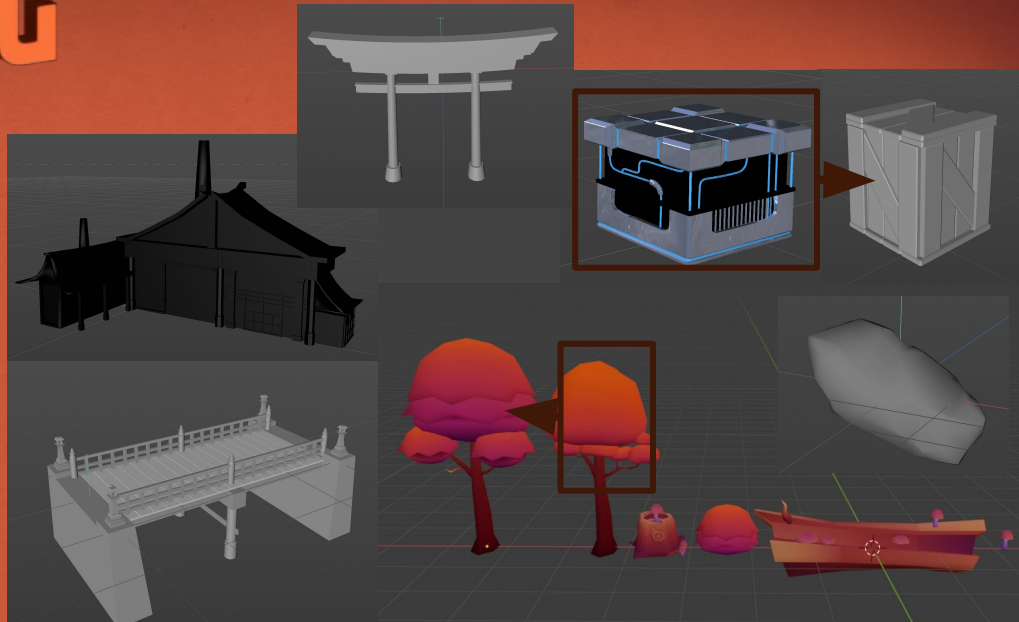
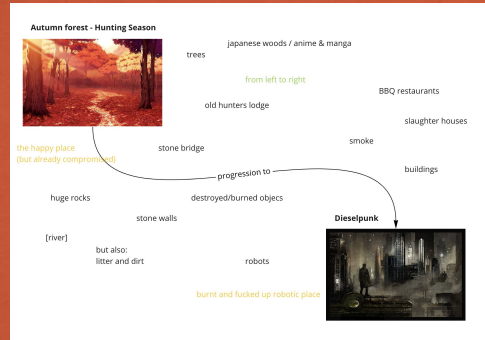
RANGE ATTACK  
3-2

AOE ATTACK  
3\*2

(COMBO FINISHER)  
 $3-2=x$     $x+4=y$     $y*5=z$



# THE SETTING

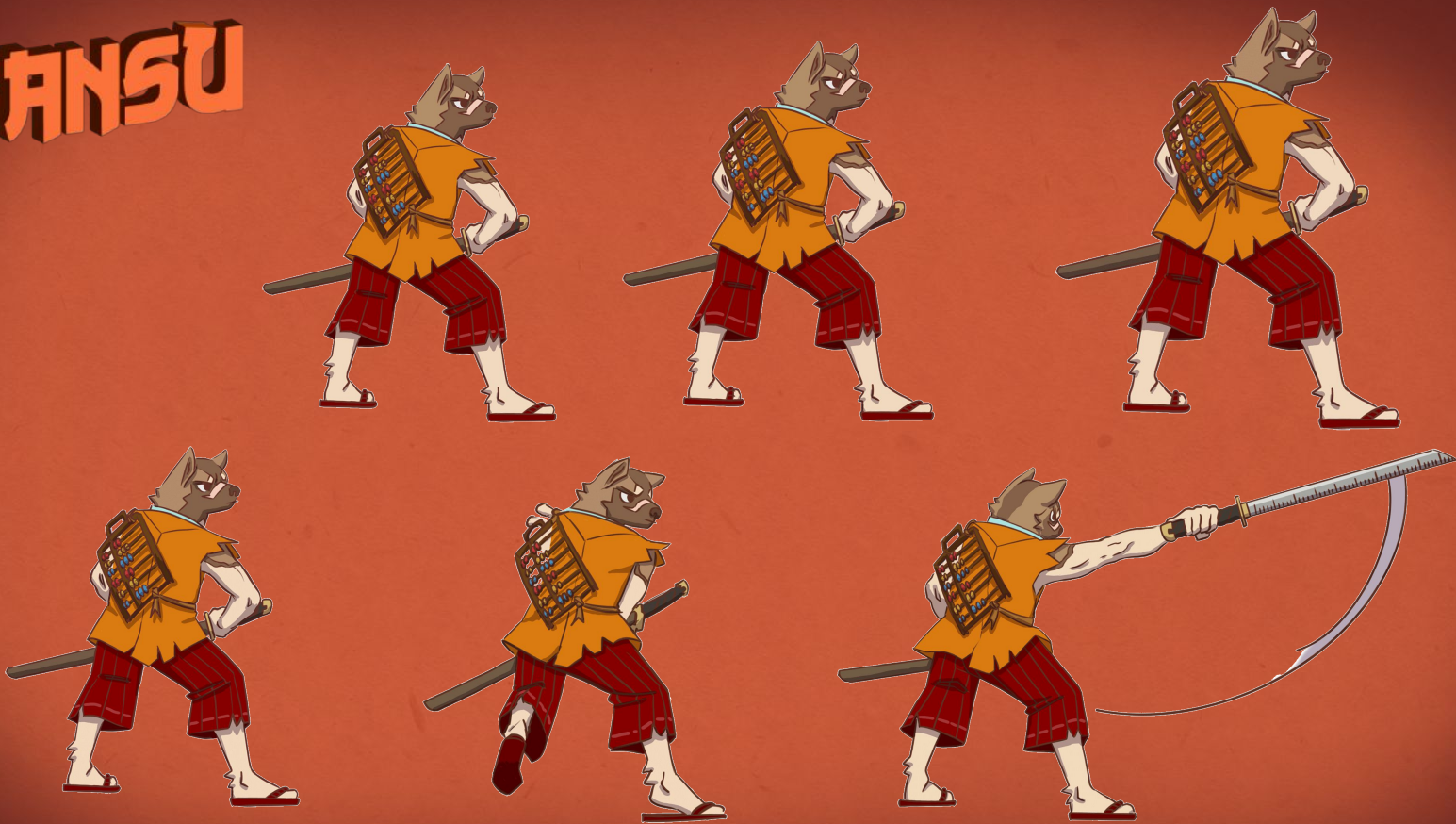


# THE SETTING



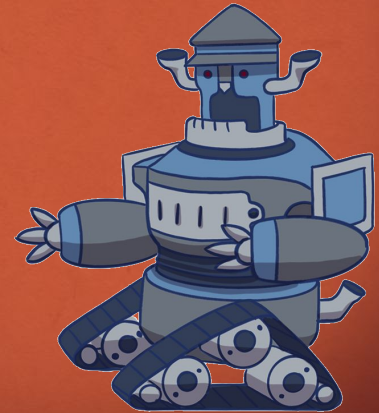
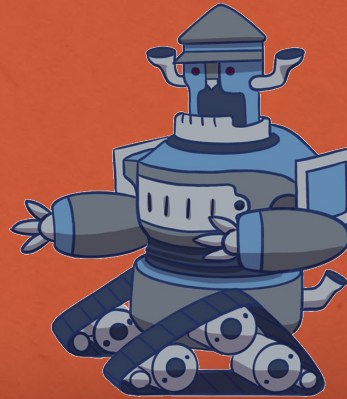
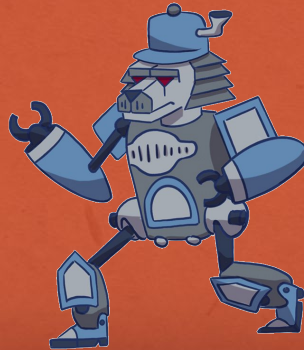
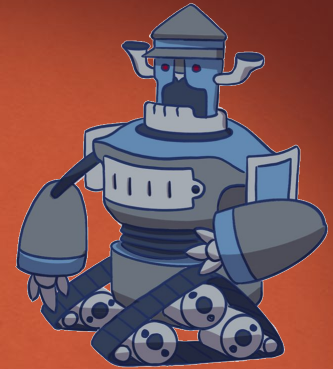
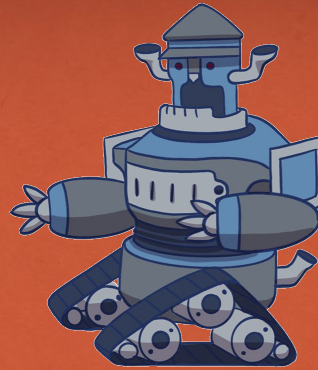
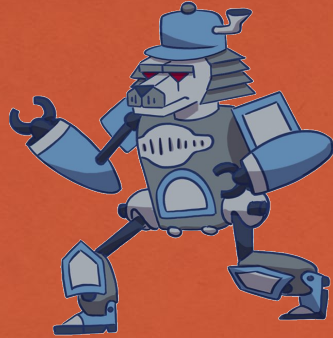
3d models by Sibel Metinoglu, Leonhard Holzenburg & Alain Prélaz

# SANSU





# THE ROBOTS



# THE HUMAN OVERLORDS



ut





# SOUND DESIGN



Design by Sania Sagutdinova

# SPECIAL EFFECTS



# CODE

Challenges for the programmers

Fmod

Math  
Mechanic

WebGL BUILD







LET'S  
PLAY!

