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Devlog # 1

For my devlog for week one, I played *Into the Breach* and I really enjoyed it. The core systems of this game involve a turn taking strategy game. You play as different marine units including a mech suit, a tank, and a cannon and aim to either kill or survive fighting the enemy known as the Vek. Your goal is to not only keep your units alive but also to save civilians on the map by protecting buildings from the enemies. Each turn you have the option to move your troops and either push or attack the enemies. To get the best score, you must keep as many civilians alive as possible while also keeping your troops alive over the turns given that specific game. If I were leading the creation of this game, I would work on creating the movement and attack system since that is what the full game is built upon. The main selling point of the game is the promise of a strategy game that is not only fun, but makes you think and learn based on your actions. Some of the less memorable parts of the game includes some of the enemy design and some of the map design themselves. One idea I have had for my final game based upon this is a strategy game where you can build your own army based on preset troops and fight another player locally.