

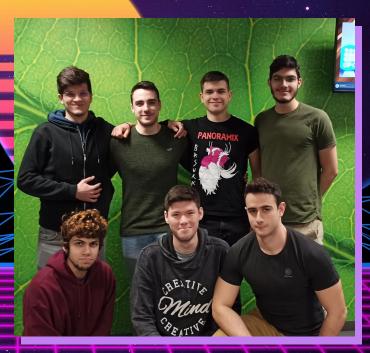




## Missing.md Team

We put together a group of young developers, each one with his field of expertise, who all had worked together before with satisfying results

- Team Leader: Ángel González
- Programmer: Pau Pedra
- Designer: Aitor Luque
- Art: Pau Fiol
  - Ul: Fran Guerrero
- OA: Gerard Romeu
  - Management: Guillem/Turmo



## Background

Aside of the university projects,

k part in the 3rd CITM Jam.

Best Design Award at the 3rd CITM Jam







## Art sneak peak







1. It's easy to learn, hard to master approach.

2. Having to balance between offense and defense

3. It's non-linear progression that grants agency.

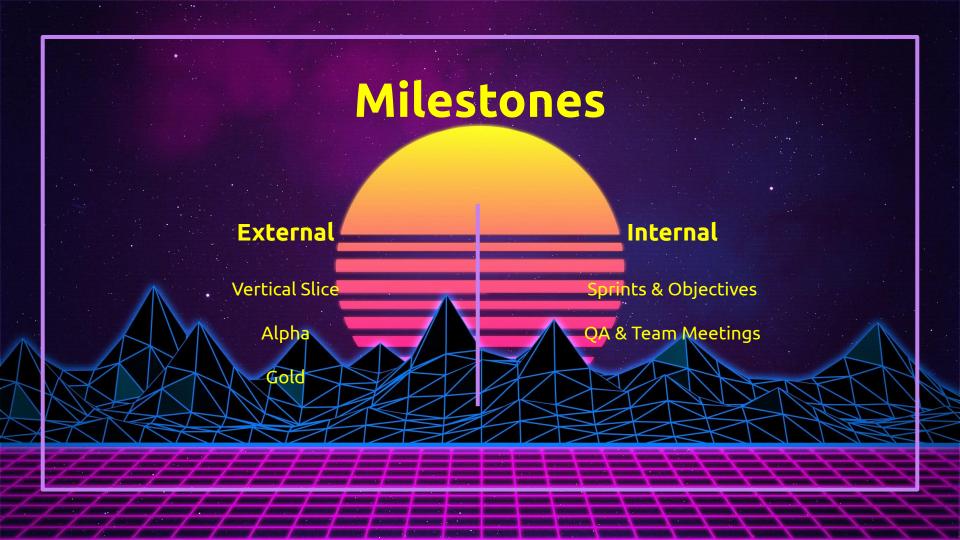


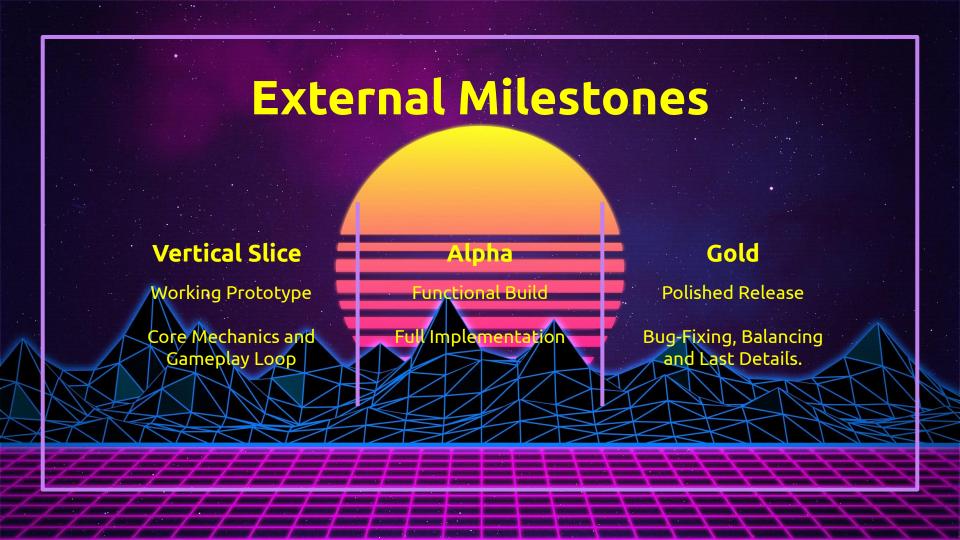
1. A minimalistic approach to RTS

2. Complete quests like an RPG, survive like an RTS

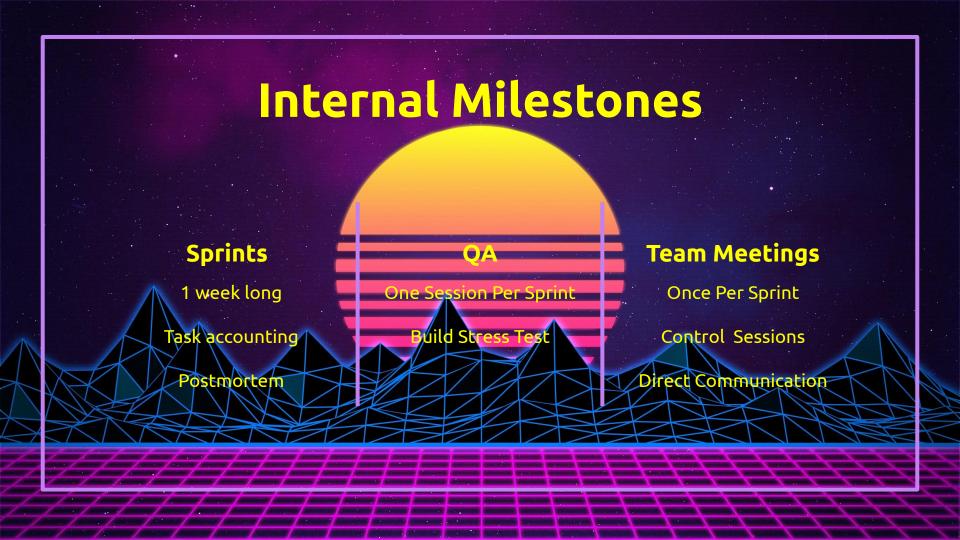
3. Higher accessibility, wider target.

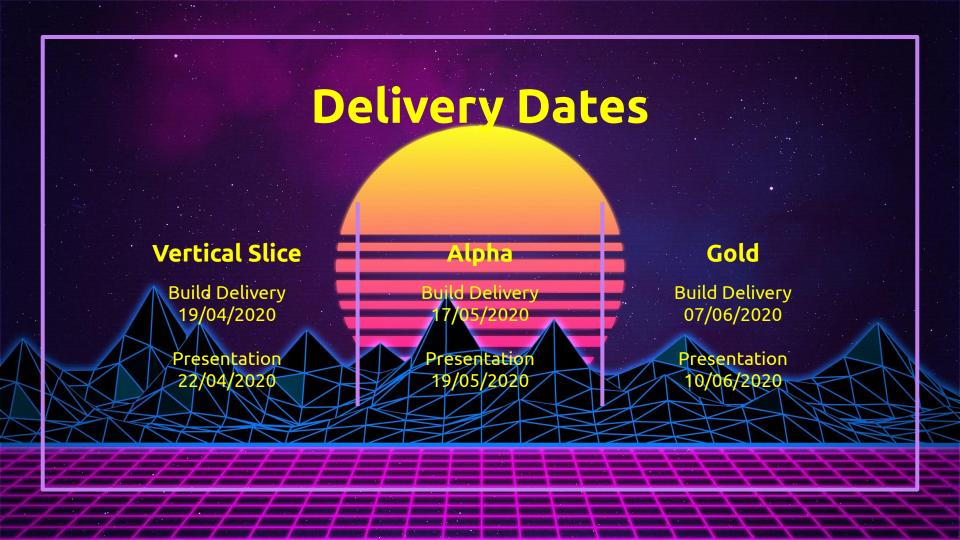


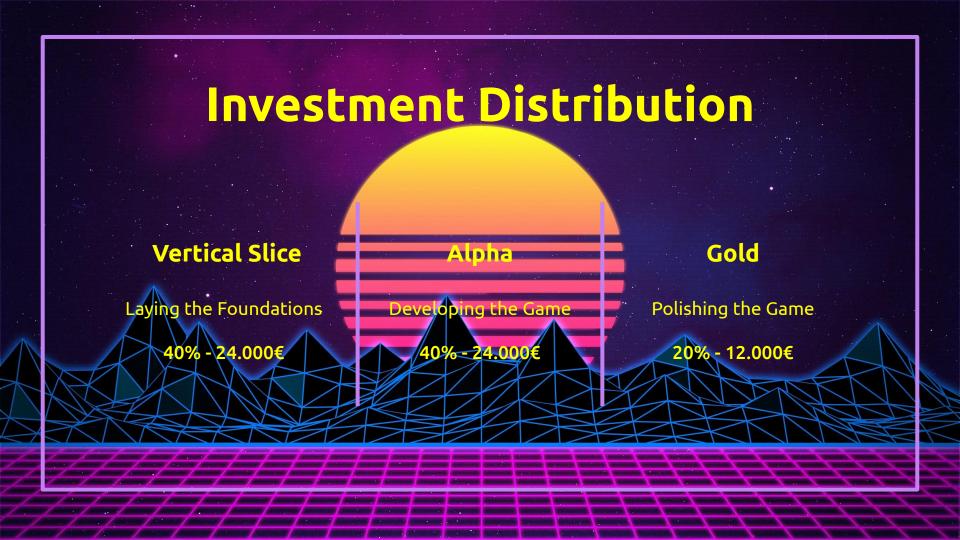


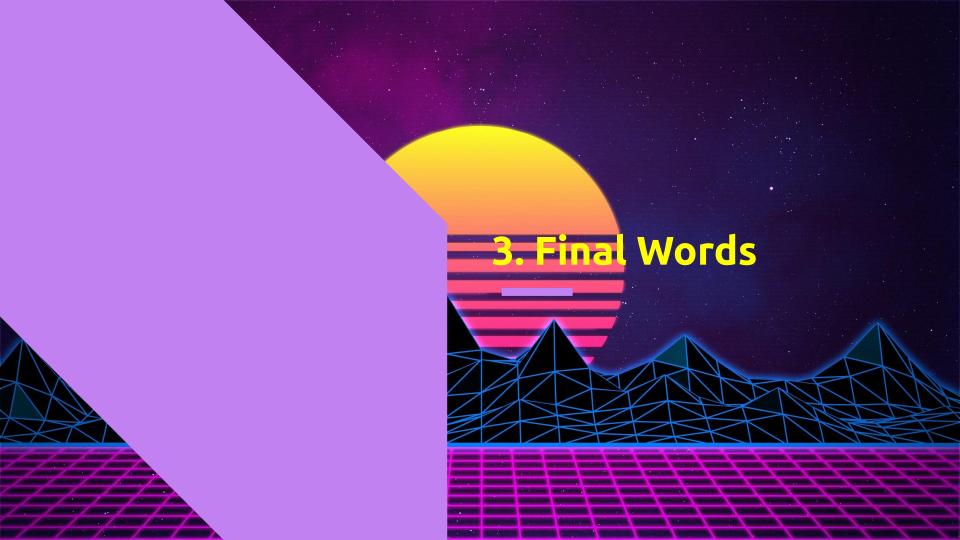


		MARCH		APRIL				MAY				JUNE
		Week 3	Week 4	Week 1	Week 2	Week 3	Week 4	Week 1	Week 2	Week 3	Week 4	Week
2. Vertical S												
2.1 Base Co												
	Code to STL											
2.3 Screen F												
2.4 Camera	Culling											
	d/Mouse Inputs											
	d Implementation											
2.7 Camera												
2.8 Camera												
2.9 Transition												
	rototype w/ 2 Zones											
2.11 Minima	р											
2.12 Adapt E	Entity System											
	Collision System											
	ent 2 Units **											
2.15 Unit Se												
2.16 Basic C												
2.17 Basic T												
2.18 Implem	ent 1 Resource **											
	Movement **											
2.20 Fog of V	War **											
2.21 Scene f	Management											
2.22 Particle	System **											
2.23 Dialog S	System **											
2.24 Quest N	Vlanager **											
2.25 God Mo	ode											
2.26 QA & T	resting											
2.27 Basic U	JI .											
2.28 Basic A	Audio/Sound											
2.29 Design	2 Basic Dialogs											
2.30 Design	2 Basic Quests											
3. Alpha												
3.1 Final Ma	p With All Zones											
3.2 Final Min	nimap											
3.3 All Units	(4)											
3.4 Function												
	al Non-Linear Difficulty											
3.6 All Buildi												
3.7 All Resor												
	cle Systems (5)											
3.9 All Dialog												
3.10 All Que												
3.14 All Tran												
3.11 Definition	ve Entities Sprites											
3.12 Definition												
	ve Audio/Sound											
3.15 QA & T												
3.? Particle S												
3.? Dialog S												
3.? Quest M	anager											
4. Gold												
4.1 Bugfixing												
	oth the art and the audio.											
4.3 Tutorial E	Design											
4.4 Game Ba	alanaina											











## Thanks!

Does anyone have any questions?



