



# MAD MECHS

## Overview

Mad Mechs is a turnbased strategy game featuring Mechs.

The game will feature a number of different systems, such as a indepth customisation system, desctuctable buildings and different factions.

The games aesthetic is a cell shaded borderlands style game, with cartoon style particle effects.

## Individual Contributions

My individual contribution so far is made up of a few fairly small components which are:  
A menu system, saving system and a cell shader.

The Menu system is a simple set of buttons that load different scenes within the build.

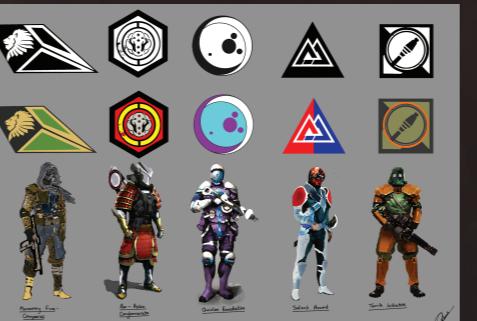
For the Saving system I created a script that serialises the players data and stores it in a persistant data path.

The cell shader script is still being worked on, however currently I have a basic cell shader working within the test build, but as none of the models have textures yet it is hard to debug any problems.

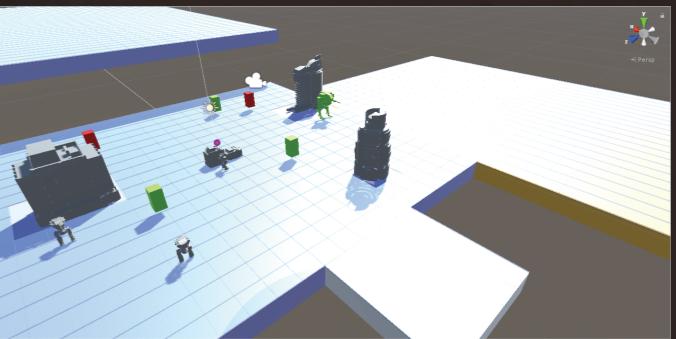
## Technical and Production Feasibility

Currently most of the core components of the game are almost all there. There is a basic test level that contains building destruction, mech customization, cell shading, basic AI and Action Point based combat on a grid.

## Work in Progress



The Different factions



The test build with cell shading

## Commercial Feasibility & USP

A title that is a large source of inspirartion for this game is XCOM series. The games are very popular on steam and have had over 1.8M sales accoring to steamspy. Another similar style game is Invisible, Inc.

The target audience for this game are people who enjoy turn based strategy games, aged 18-40.

The unique selling point for this game is it's detailed mech costomization.