



MAD MECHS

Overview

Mad Mechs is a turnbased strategy game featuring Mechs.

The game will feature a number of different systems, such as a in-depth 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.

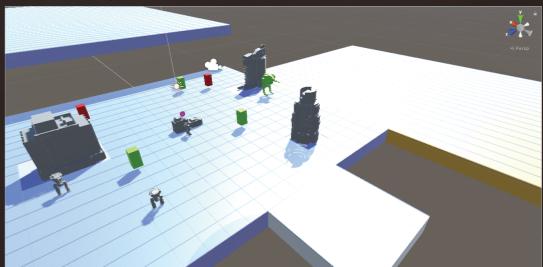
The cell shader script is still being worked on, however currently I have a basic cell shader working within the test build, but as none of the models have textures yet it is hard to debug any problems.

Work in Progress

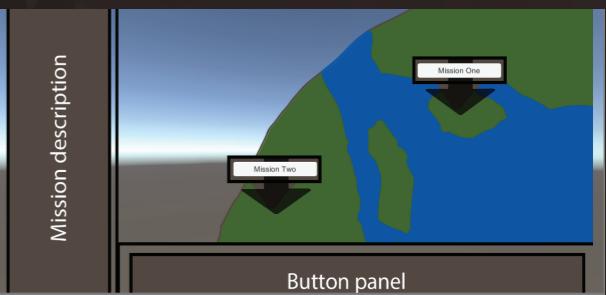


The Different factions

The Mission Selector



The test enviroment with cellshading.



Mission description

Button panel

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.

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. This indicates there is a market for this type of game.

The Unique Selling Point for this title is the in-depth customization system and the building destruction system. The building desctuction system will allow players to create a domino style effect with buildings within a city.