



# 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.

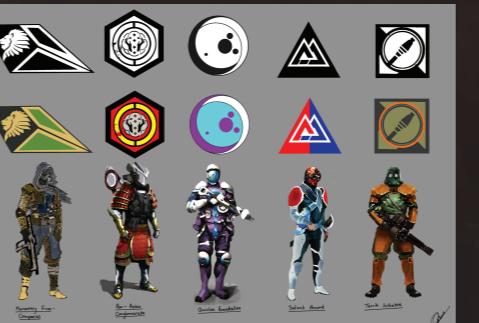
For the Saving system I created a script that serialises the players data and stores it in a persistant data path.

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.

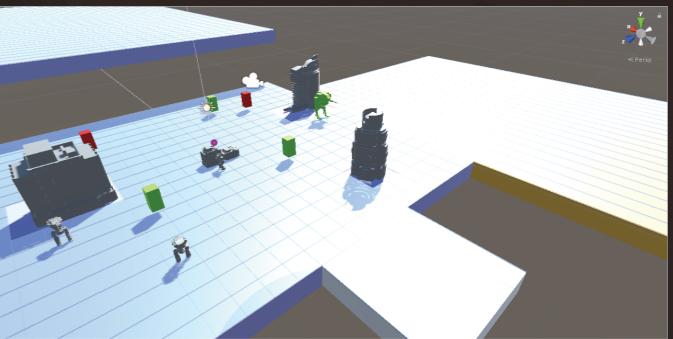
## Technical and Production Feasibility

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