

# HAMMERJAEGER

Hammer ON!

# Änderungen Gameplay

## New Enemy Types

- Repair
- Spawning
- One Sided
- Shokwave



# Änderungen Gameplay

## Level Design

- Added Blocking Walls
- Spawn Rate increased



- Extended exit area



# Änderungen Gameplay

## Introcutscene

- Destroy (Spawners)



- Exit 1



- Exit 2



- Smash`em Before they escape!



# Änderungen Sound

## Jump



# Änderungen Art

- Hammerschlaganimation



- Enemy Walk Animation



- Enemy Types



- Hintergrund



# Änderungen Art

- Leveltiles



- Exits



- Spawner

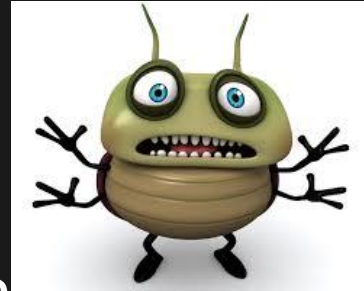


- Ladders



# Features für Gate 2

- Refine enemy types
- Fix current bugs
- Spawner generators
- Jump Attack
- Sync music to hammer
- Health indicators exit and spawn
- Destructible furniture





# Features für Gate 2

## Enemy Types

- Exploding enemy
- Resurrectable enemy
- Armored enemy
- Toss-able enemy



Photo: Andrew Overdeck

# Das Team

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Game Design

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Game Design

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Programmierung

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Art