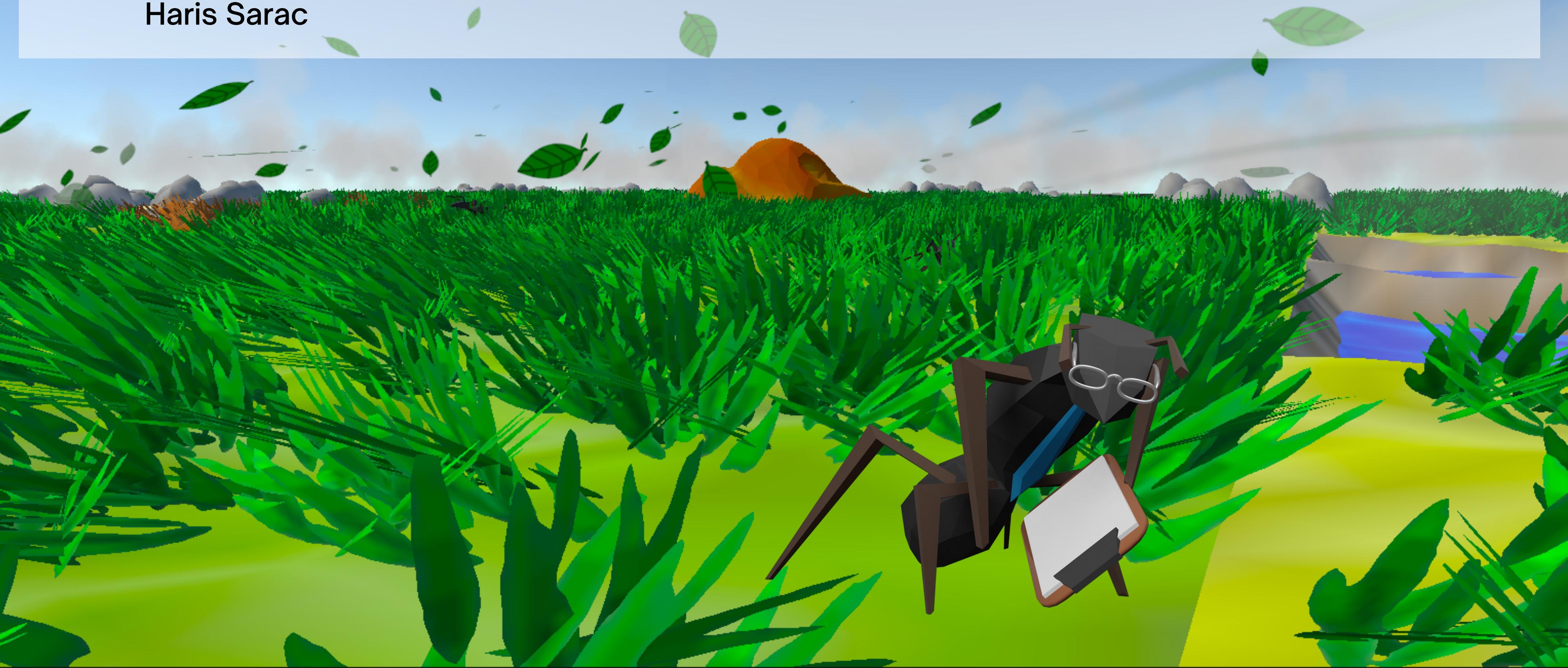


Bernd Pogartitz
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Gerhard Dorn
Haris Sarac

Antropy

02.03.2023.
Graz, Austria



Game Mechanics

- 01** Goal: Survive the winter - be the ant queen
- 02** User Interaction: Assign ants to tiles - upgrade fertility - upgrade anthill - build roads
- 03** Fertility change mechanics, season events, winter



Goal

Survive The Winter

- 3 seasons to harvest
- 1 season to survive

Be the Ant Queen

- Control a loyal state
- Send ants to harvest resources
- Build ant roads
- Increase fertility of your ant fields
- React to bad weather events



User Interaction

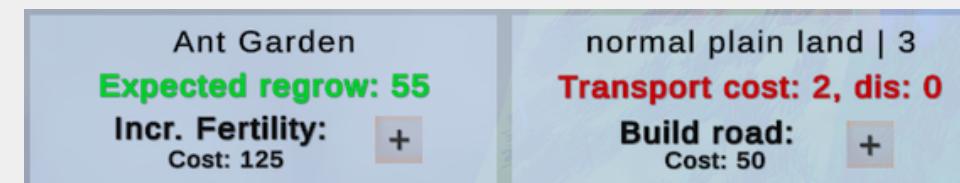
Assigning Ants

- Place your ant workers on the tiles around your anthill



Roads and ant garden

- Build ant roads to bring more resources home
- build ant gardens for higher resource recovery



Upgrade your anthill

- increase storage room
- increase living space



Res: 150 (+89)/150

Pop: 34 (+4)/70

Season/Weather Spring / Rain

Event: lightRain

Land

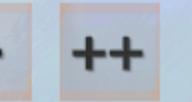
Nursing Ants: 4

Resources: 393

Grass: [10,8]

Assign harvesting ants!

2/10 ants



Ant Garden

Expected regrow: 55

Incr. Fertility:

Cost: 125



normal plain land | 3

Transport cost: 2, dis: 2

Build road:

Cost: 50



Confirm

Anthill

Storage Level: 0

Cost: 100

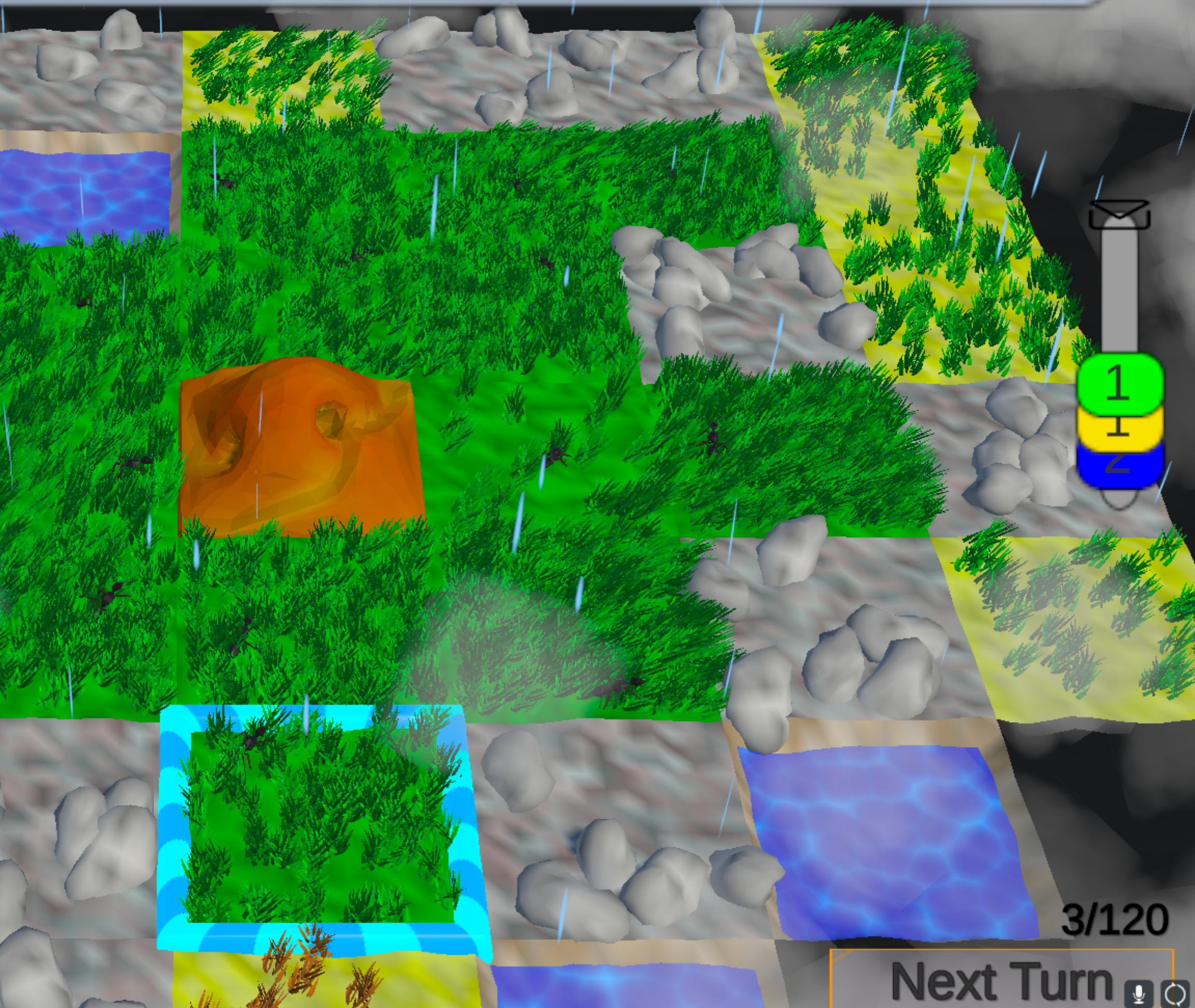


Hatchery Level: 0

Cost: 200



Confirm



3/120

Next Turn

Fertility Mechanics and Weather

Fertility Change Mechanics

- Overharvesting leads to land corrosion
- invest in your land to increase fertility
- even weather has an impact on the land fertility

Season Events

- Floods
- Droughts
- Fog
- Rain

Winter

- Your ants won't work
- You loose ants to the cold
- You need enough resources to keep them alive
- Otherwise they become cannibals



Res:  50 (+175)/500

Pop:  67 (+0)/70

Season/Weather Summer / Sun

Event: none

Land

Nursing Ants: 0

Resources: 591

Grass: [10,8]

Assign harvesting ants!

4/10 ants

-- -

+ ++

Ant Garden

Expected regrow: 55

Incr. Fertility:

Cost: 125

+

normal plain land | 3

Transport cost: 2, dis: 0,1

Build road:

Cost: 50

+

Confirm



Res: 

0 (+156)/500

Pop: 67 (+0)/70 

Season/Weather Spring / Overcast

Event: none

General Message



Update from the grass lands:
we have **collected 491**
resources, the upkeep took
335 resources Taking -128
from our anthill.

Confirm



0
2

23/120

Next Turn  

Meet the Team



Haris Sarac
Programming
Art



Dzemal Rozajac
User Interface Design
Programming



Bernd Pogartitz
Project Management
Programming

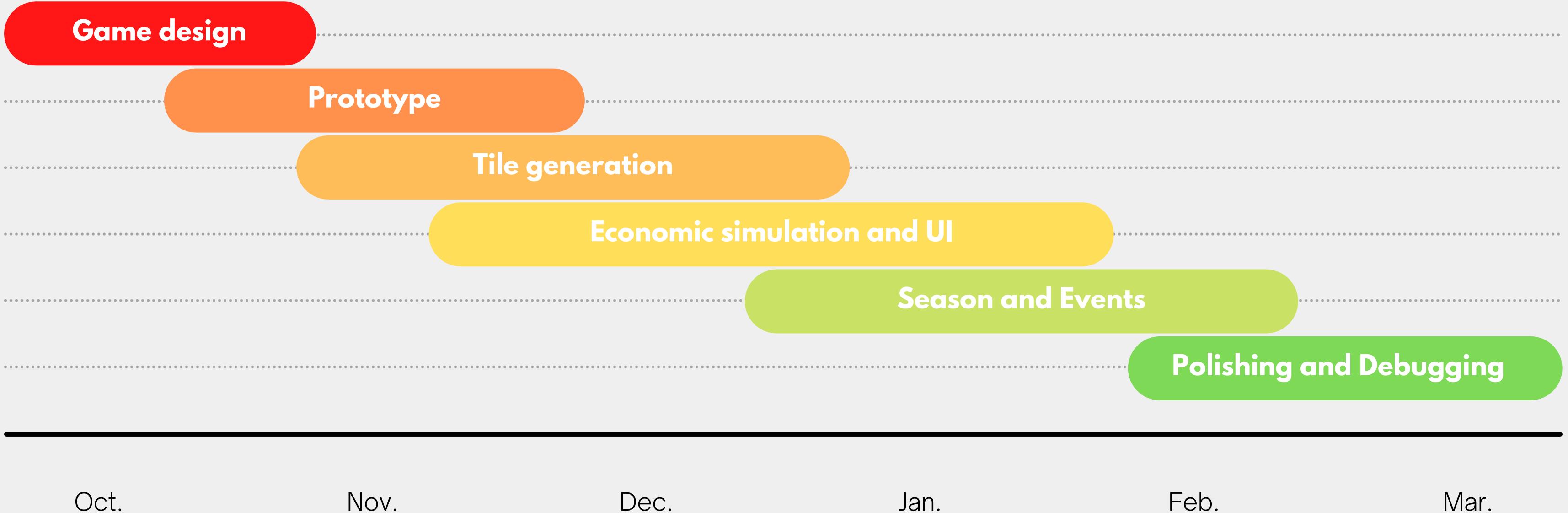


Gerhard Dorn
Project Management
User Interface Design
Programming



**Adrian
Steinmann**
Programming
Art

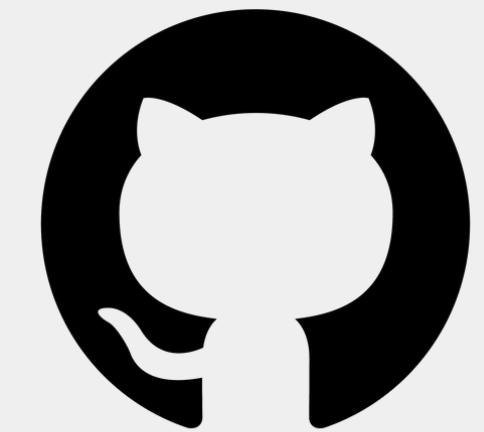
Game Development Process



Game Development Tools



Trello



GitHub



miro





Thank You for Your Attention
