**Slide 1**

**Slide 2**

Hi, our team is Team Shino. We chose it after our projects focus on bugs.

*Introduce team members present*

Since our whole team is made up of game development majors we decided we wanted to make something we could use for our portfolios, so in addition to our seven content pages, we’re also producing a game.

**Slide 3**

We’ve designed a game called Cyber Swarm. It’s a tower defense game set in a post-apocalyptic city where the last survivors of humanity must fight back against an alien race that uses both bugs and robots.

**Slide 4**

For our website we decided to focus on the various aspects surrounding the game and the developers.

**Slide 5**

For example, we have a tutorial page and a patch notes page as you can see here.

**Slide 6**

Our maps were made using a tile editor, and here’s an example of what our user interface will look like.

**Slide 7**

Here is six of our towers, the final two not pictured here being the rapid fire and sniper turrets.

**Slide 8**

In the lore of our game, the alien race uses a caste system where the lowest of the caste are transformed into bugs while the higher of the caste have elevated to robots. For that reason we have two of each enemy.

**Slide 9**

We also have bosses for each third of the game as the player fights up the caste system.

**Slide 10**

So, all in all, we’ve finished our mockup and the art for our game. As well as, fleshed out the code for our website. We still need to fill in blanks for our website, and finish coding the game.

**Slide 11**

*Improvise*

**Slide 12**

*Improvise*