

# mobigame

Final defense by Victor AUBRY – aubry\_g

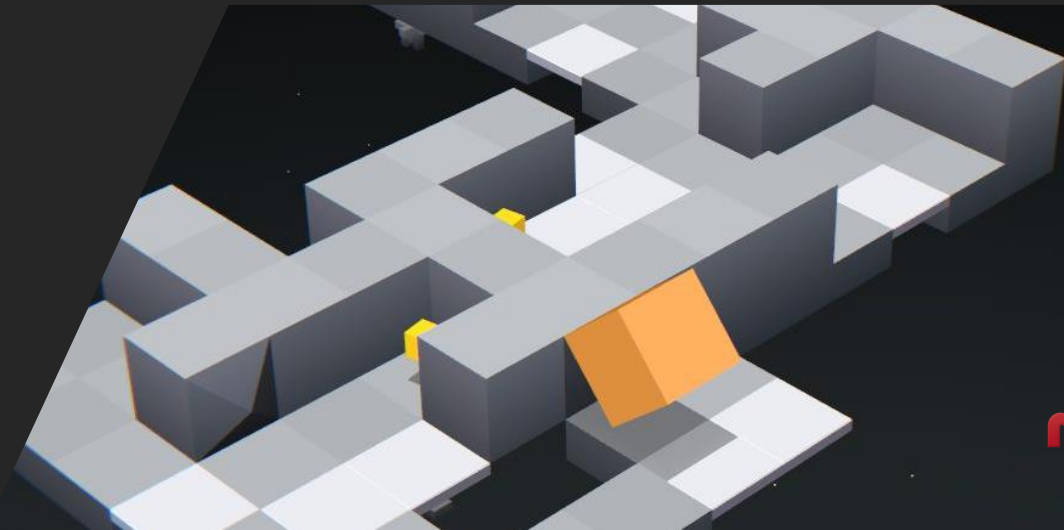
May 16th – November 16th

# Presentation's content

- Mobigame
- Zombie Idle

# Mobigame

- Founded in 2004 by David Papazian and Matthieu Malot
- Creators of EDGE and Zombie Tsunami



# Mobigame

- 16 employees
- 4 games in development



# Zombie Idle

- Grow a horde of zombies
- Capture districts to gain powers
- Reach the final boss of every maps
- Drop cards to improve damage, production and more

# Team



# Map

- Attack and capture districts
- Collect resources
- Upgrade districts

{EPITECH.}







# Powers

- Shows unlocked powers
- Use powers to deal more damages





# Chests

- Awarded when defeating a boss
- Give cards



# Card inventory

- Obtained cards
- Card information
- Upgrade

# Prestige

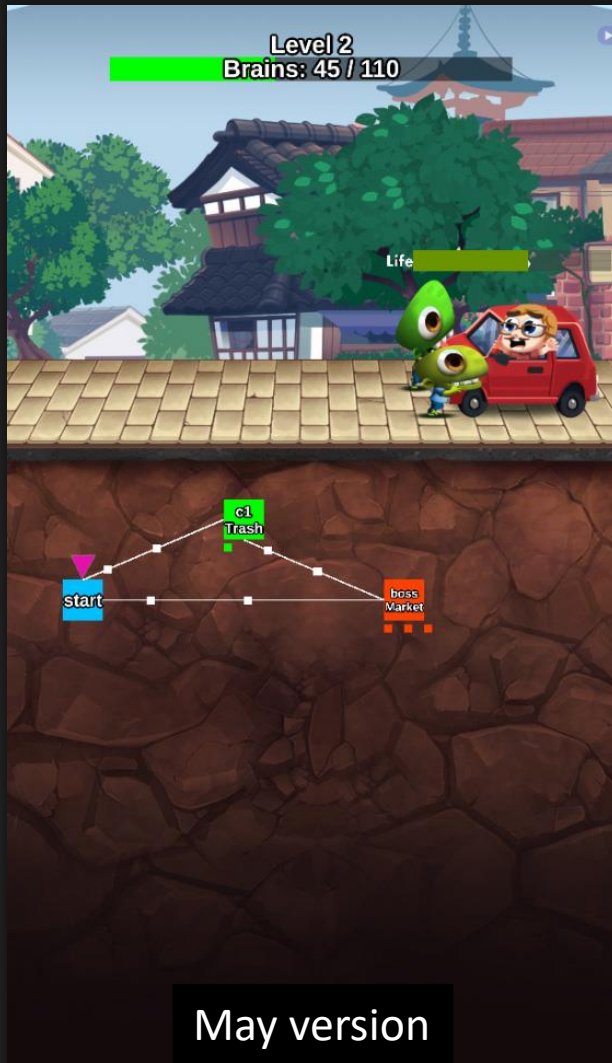
- Lose some progress (zombies, coins, powers)
- Keep cards
- New map

{EPITECH.}





# Evolution



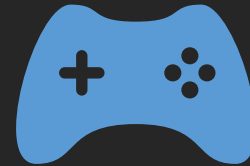
# Experience



Team



C++



Video games

# Thank you

- Questions ?