



# cRafTS

(name wip)

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# cRafTS?!

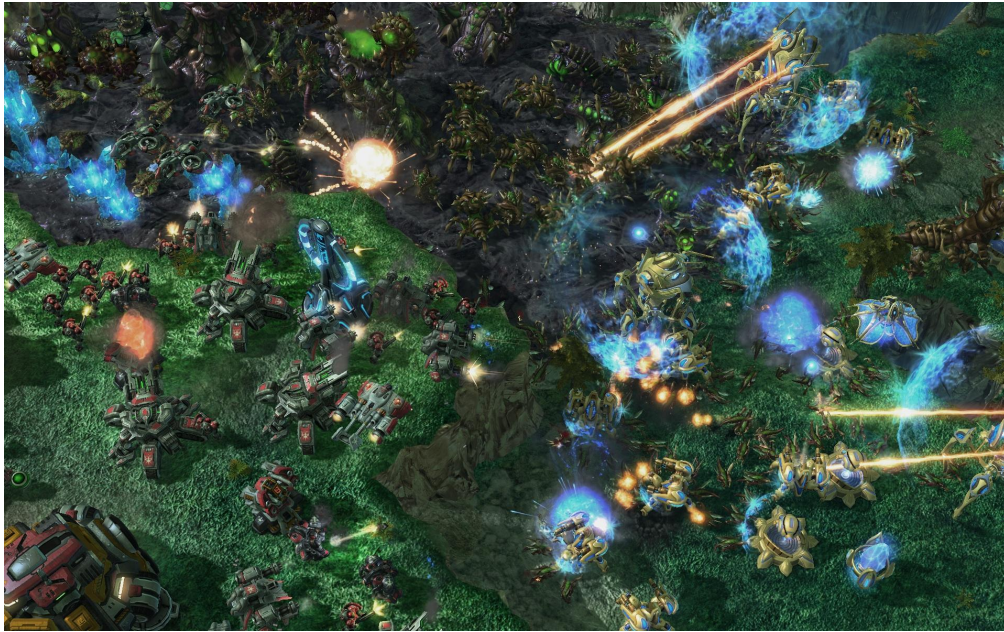
2D top-down - Multiplayer RTS

Set in a futuristic robotic dystopia

Players gather resources, build, make choices

Battle in the world of networked computers

# Synopsis

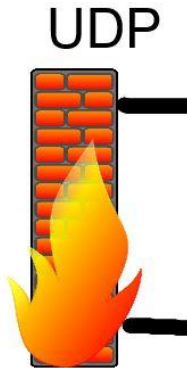
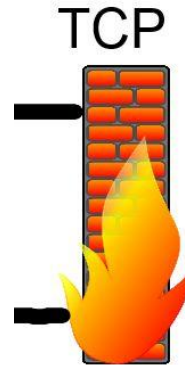


# Two worlds

## Physical World



## Virtual World



Windows Vista™

To Cpu  
Realm



Kernel

# Gameplay

## Two Phases:

1. The Physical World - Resource Gathering, Upgrades, Strategy
2. The Virtual World - Combat, Direct Control of Units



# Art Themes

## Physical Realm: Cartoony robot world (post-apocalyptic style)

Machinarium: example of a near monochrome palette

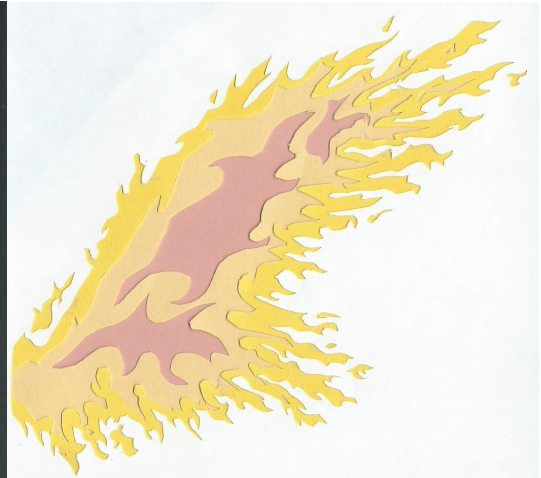
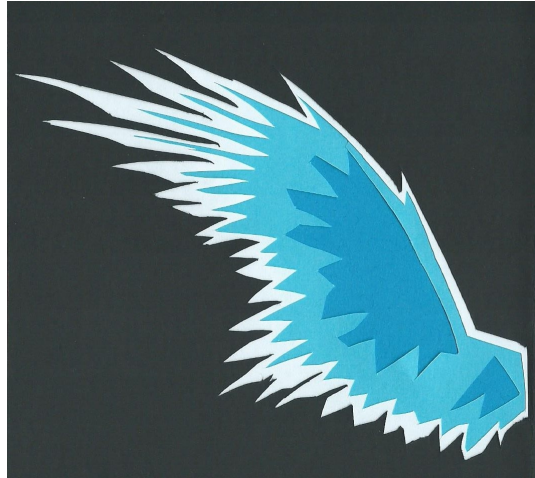


Mechanic Escape: example of desired character style

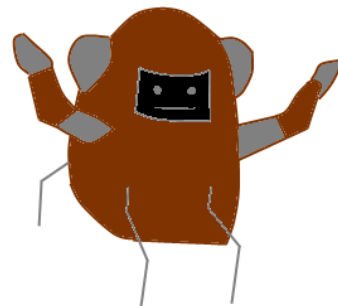


# Art Themes

Virtual Realm: Scherenschnitte/kirigami style  
world with lots of color



# Preliminary Images





# Sound Effects

Electronic steady sound with poppy distinctive sound effects

Background music will gradually change as you traverse the realms of the computer

Each character will have a distinct sound personality

# Pitfalls/Challenges

Finding a good balance of fun and flow

Dropping features that are too expensive

Reaching consensus, eliminating ambiguity

# Design Challenges

Successfully combine crafting and RTS

Create fluid transitions between realities

Make the code work in harmony with design!

# Technical Challenges

1. Networking
2. Commanding units
3. Pathfinding
4. Crafting components together
5. Minimap or split screen
6. Dynamic world
7. Synchronization (maybe)
8. Hacking simulation (maybe)

# Prototypes

- o. Already working on networking prototype
- o. Started on basic unit command prototype
- 1. Pathfinding is next prototype
- 2. Crafting units and collecting resources
- 3. Minimap prototype and combat AI
- 4. Dynamic World

# Questions?

