

The background is a dark, textured surface featuring a complex pattern of interlocking gears and mechanical components in shades of brown and gold. Overlaid on this are white, stylized circuit lines that branch out from the central text area towards the left and right edges of the frame.

IDEA BUILDING

FELIX GEHM - FLORIAN JANN - SVEN TIETGEN - CLARA RIETTIENS - MORITZ THIELE

PROJEKT „HERO DEFENSE“

- Online-Multiplayer-Game
- Spieler kontrollieren Helden, die Wellen von KI-Gegnern besiegen müssen
- Stil: Steampunk

The background is a dark, textured surface featuring a complex pattern of interlocking gears and mechanical components in a steampunk style. Overlaid on this are white, stylized circuit lines that branch out from the left and right sides of a central black rectangle. The lines end in small circles, resembling electronic components or data points.

HAUPTZIEL: SPIELFÄHIGER PROTOTYP

ZIELE – SPIELINHALTE

- Vier spielfähige Helden mit individuellen Fähigkeiten
- Eine spielbare Map („Jungle“, „Lanes“)
- Drei Gegnertypen
- Einen „Bossgegner“

ZIELE – SPIELMECHANIK

- Item-System
- Kampfsystem
- Steuerung

ZIELE - CI

- Erschaffung eines Settings
- Corporate Design
- Artwork
- UI

ZIELE - FUNKTIONALITÄT

- Netzwerk
- Spielmodi

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VIELEN DANK FÜRS ZUHÖREN