



**TATEDREZ**  
JOAN GINARD



# HELLO!

## I am Joan Ginard

I'm here because I love to make games. My life's quote is: "Genius is 1% talent and 99% hard work".



# MY WORK PROCESS

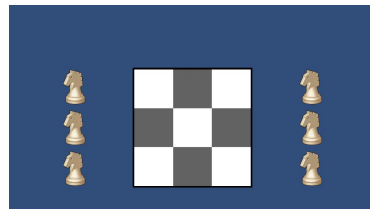
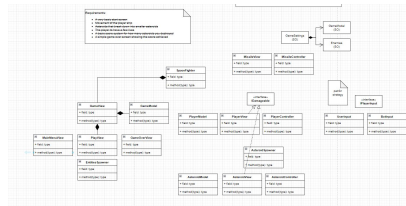
UNDERSTAND REQUIREMENTS



MAKE IT WORK



FIX AND POLISH

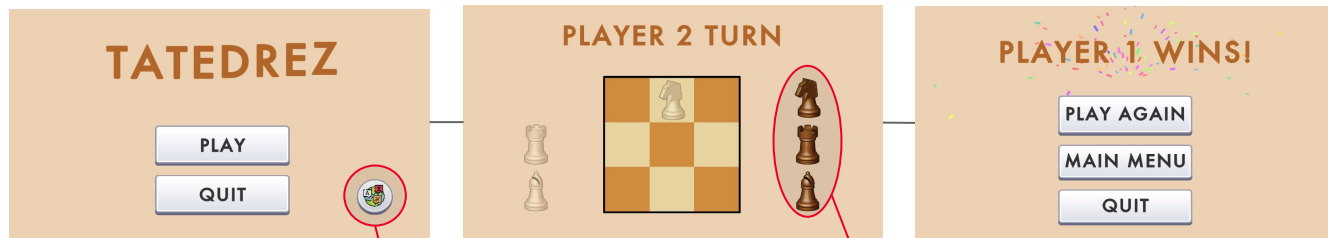


PLAYER 1 TURN





# SCREENS FLOW



Main Menu

Play

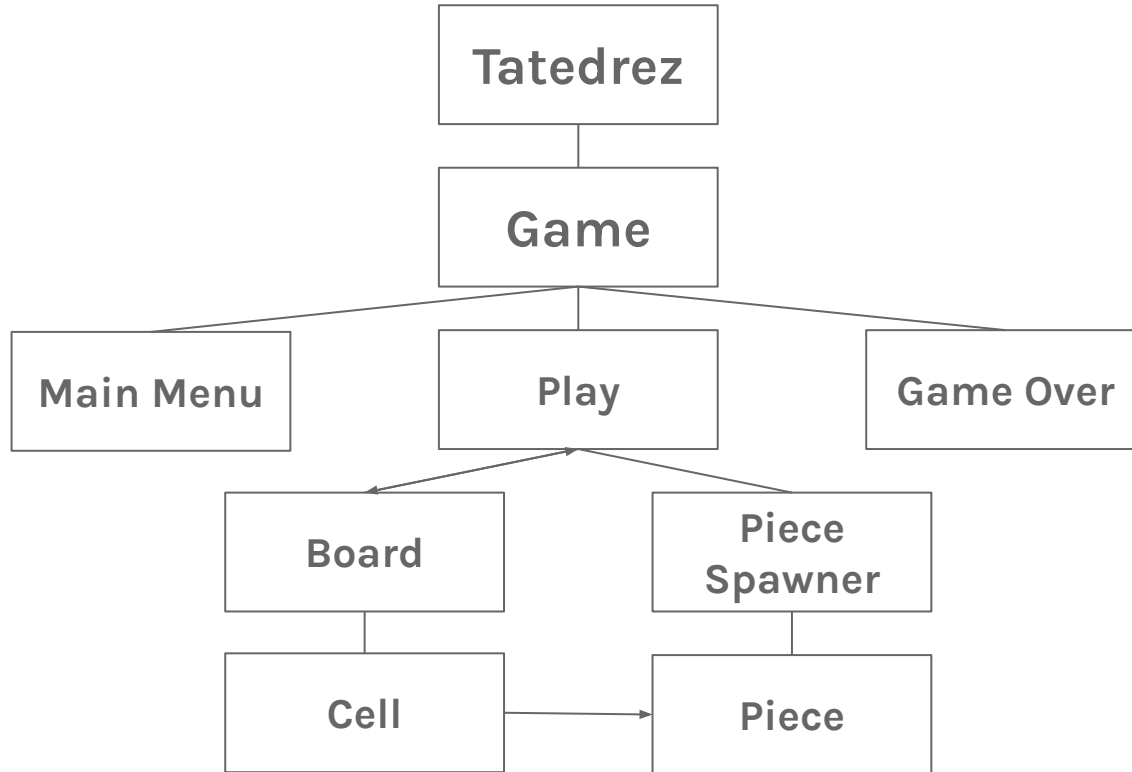
Game Over

Language  
Change  
Button

Drag to  
Board



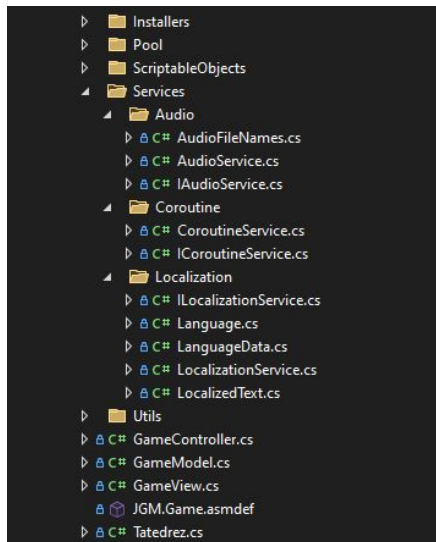
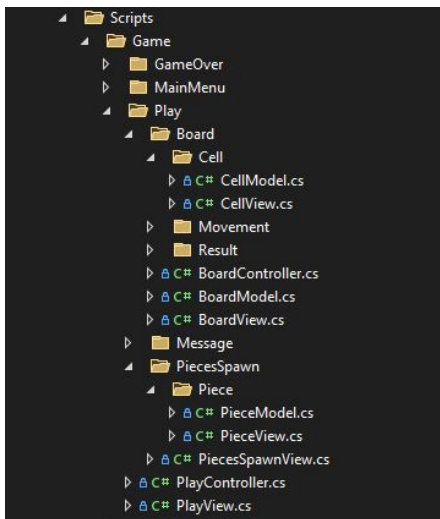
# MODULES OVERVIEW





# PROJECT OVERVIEW

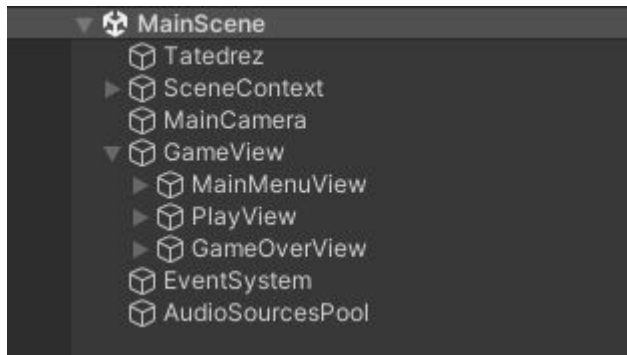
- Respecting the **single responsibility principle** and a **model-view-controller** architecture





# SCENE HIERARCHY

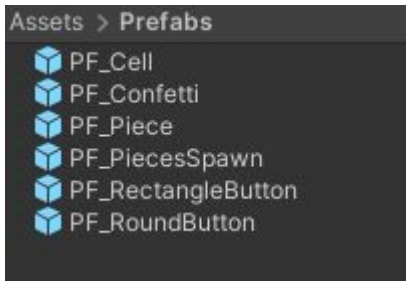
- **Clean** structure for easy modification





# PREFABS MANAGEMENT

- **Prefabs** are key to avoid scene conflicts and for designers to test or make updates without interfering in the programmers work!

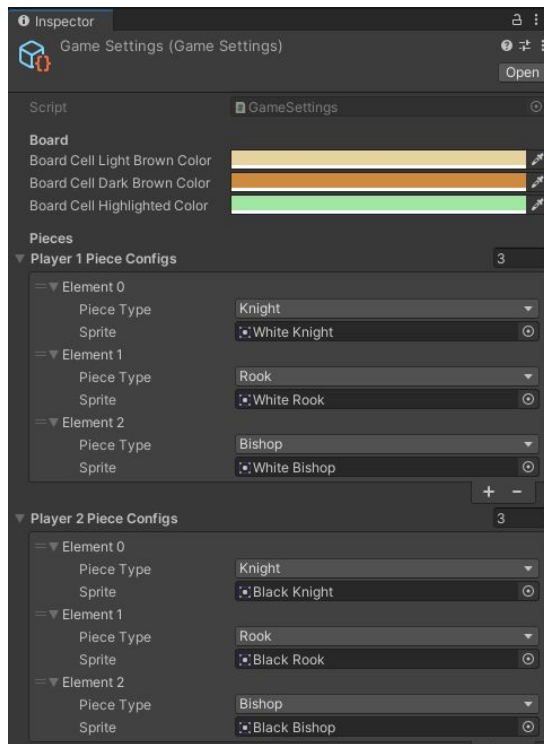






# GAME SETTINGS

Board and piece appearance can be easily modified in the Game Settings Scriptable Object





# PROJECT EXTRAS

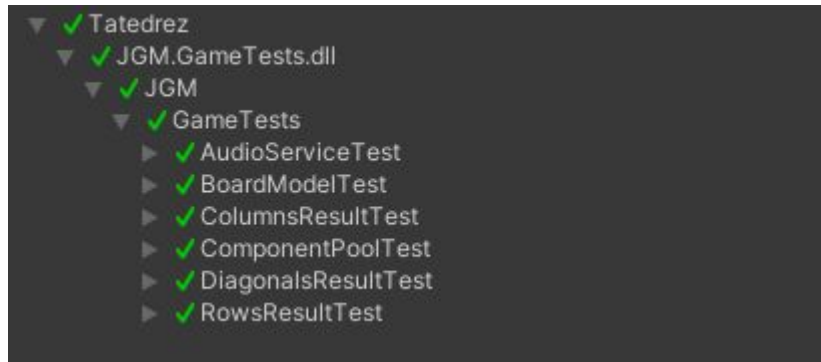
- Animations & Juiciness
- Dependency Injection
- Localization
- Music & Sound FX
- MVC Architecture
- Tutorial
- Unit Tests





# UNIT TESTS

- **TDD** approach is always a good habit





# THANKS!

Thank you for your time.

Have a great day!