



SPACE FORCE



# QUICK INFO

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Genre:	Realtime Strategy
Perspective:	3D Isometric
Setting:	Sci-Fi Space Battles
Engine:	Unity
Players:	2-8
Age:	12+
Platform:	PC
Input:	Mouse, Keyboard





# CORE FEATURES

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- Take control over mighty space ships!
- Fight your friends and enemies online!
- Control the battlefield and capture map objects to gain an advantage!
- Customize your units and experiment with combinations!



# GATE I GOALS

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- Polished Movement
- Basic Combat
- First Map Object
- (Unit Editor)





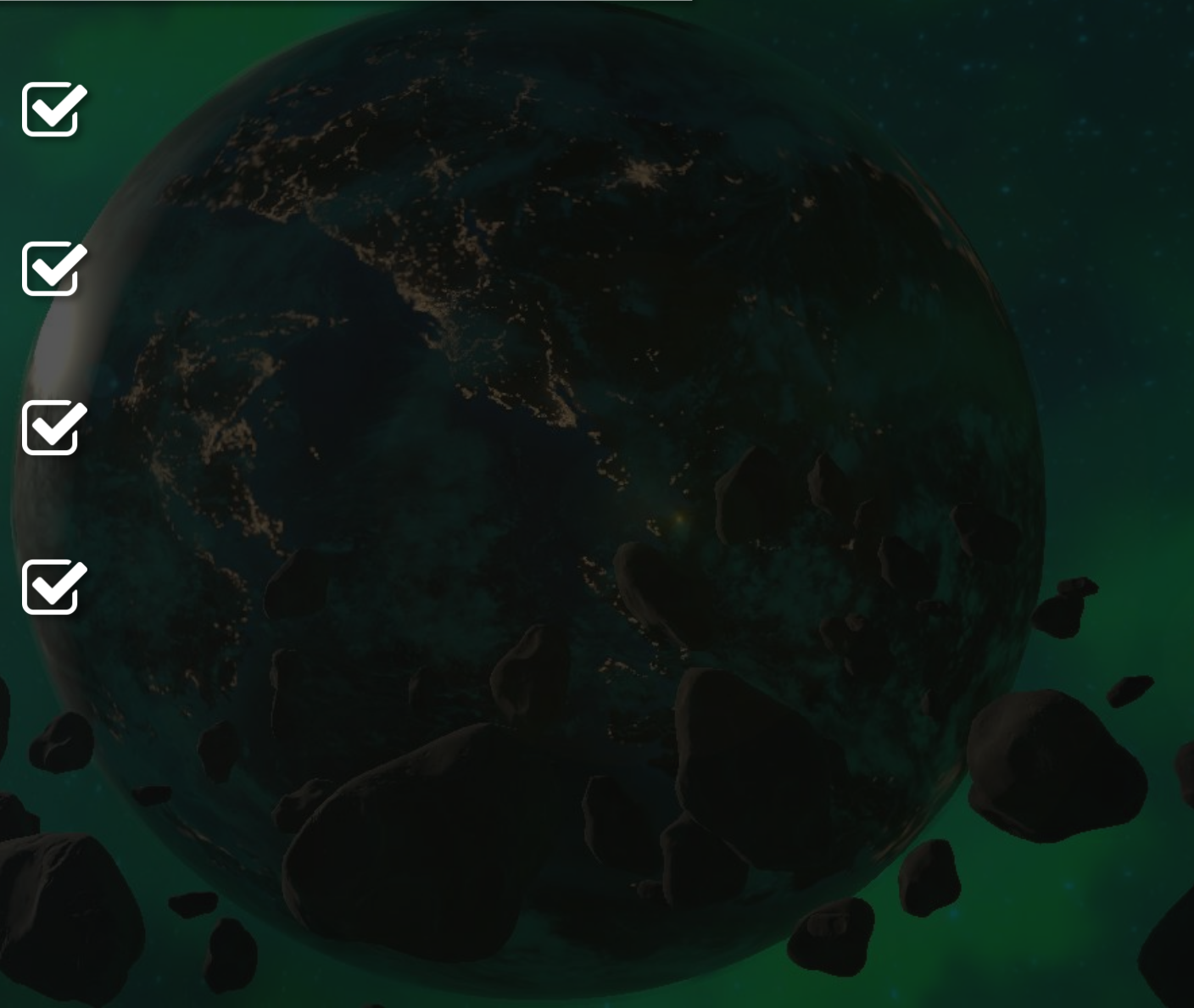




# GATE I GOALS

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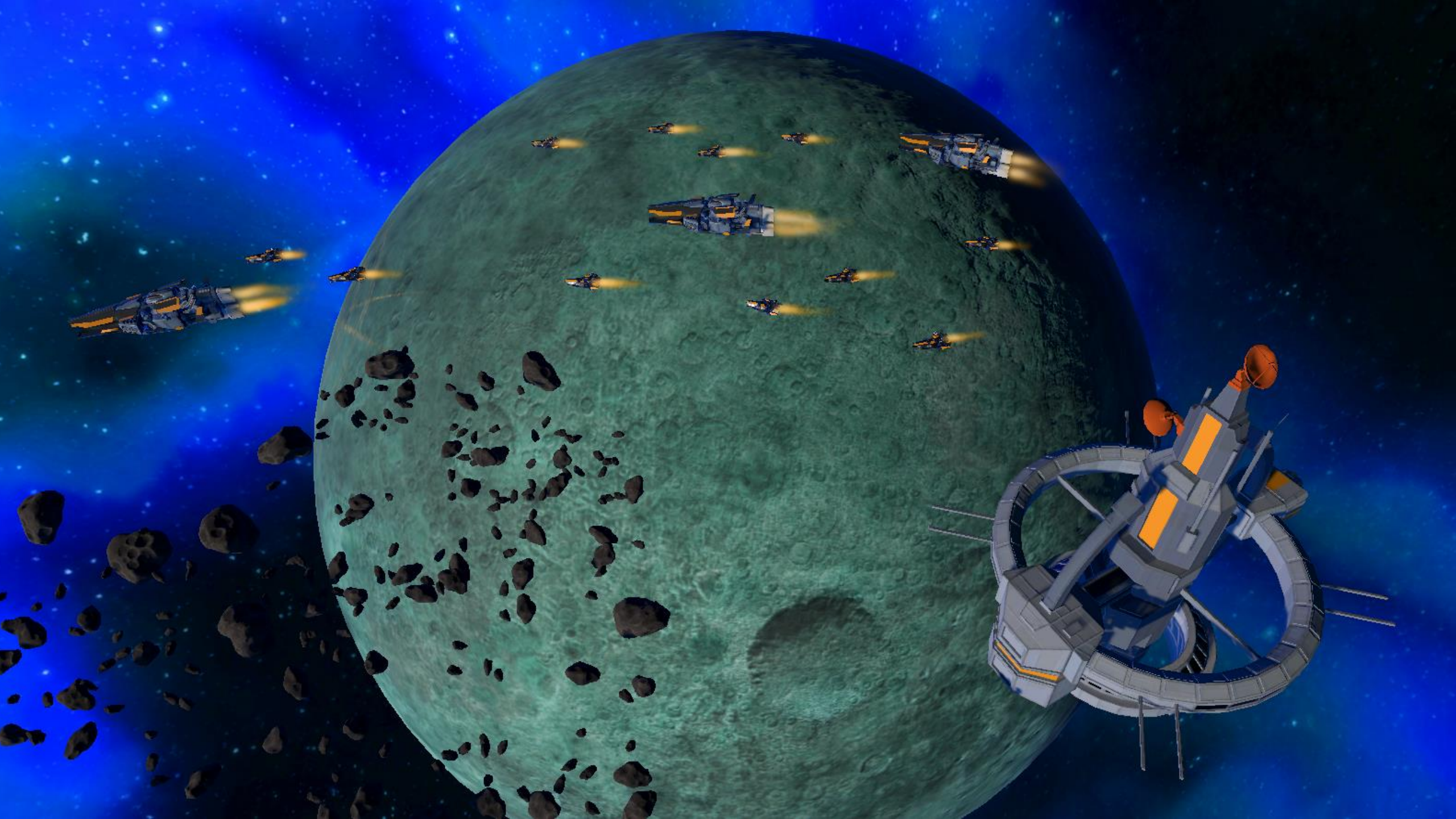
- Polished Movement ☒
- Basic Combat ☒
- First Map Object ☒
- (Unit Editor) ☒





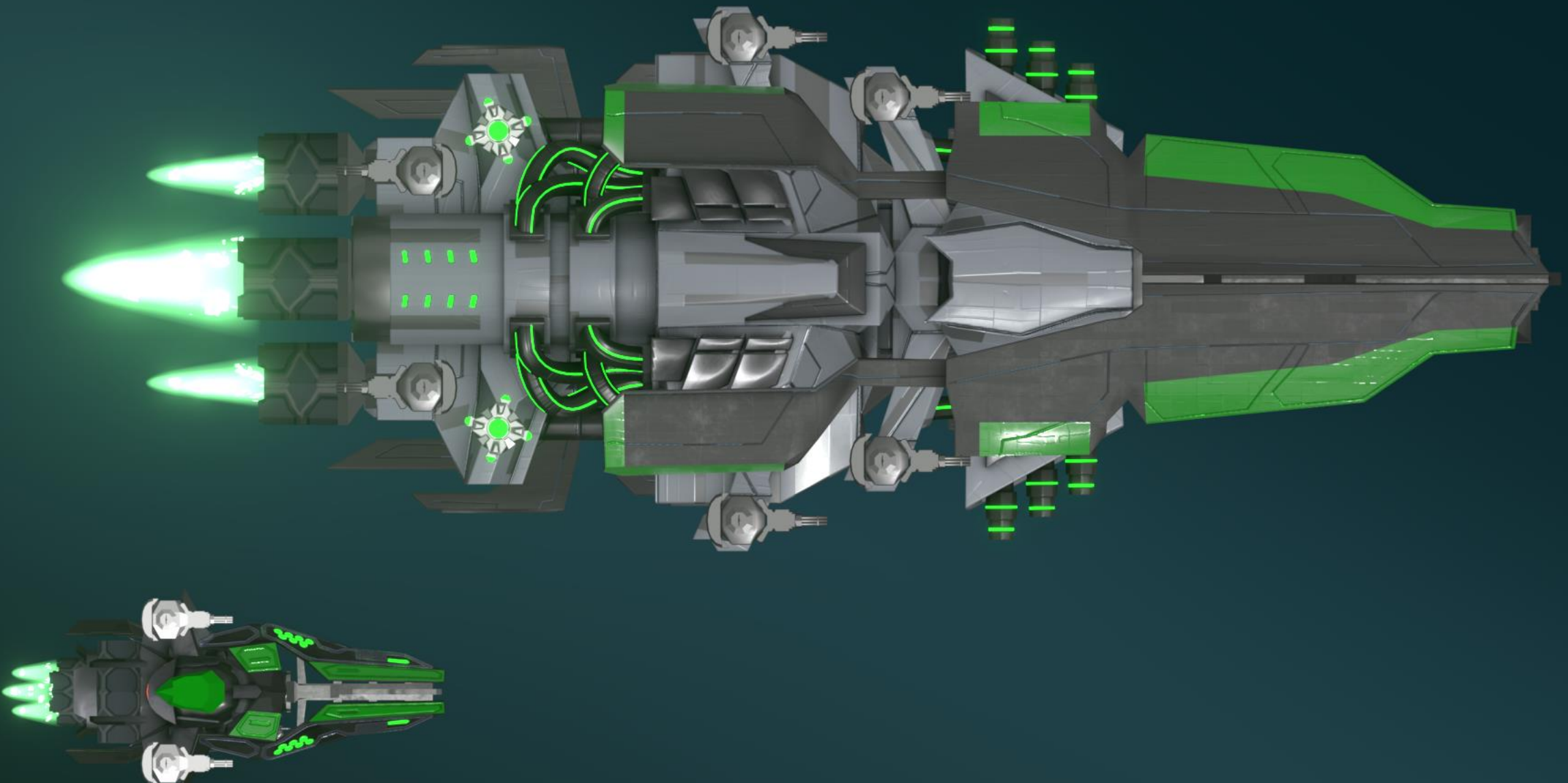




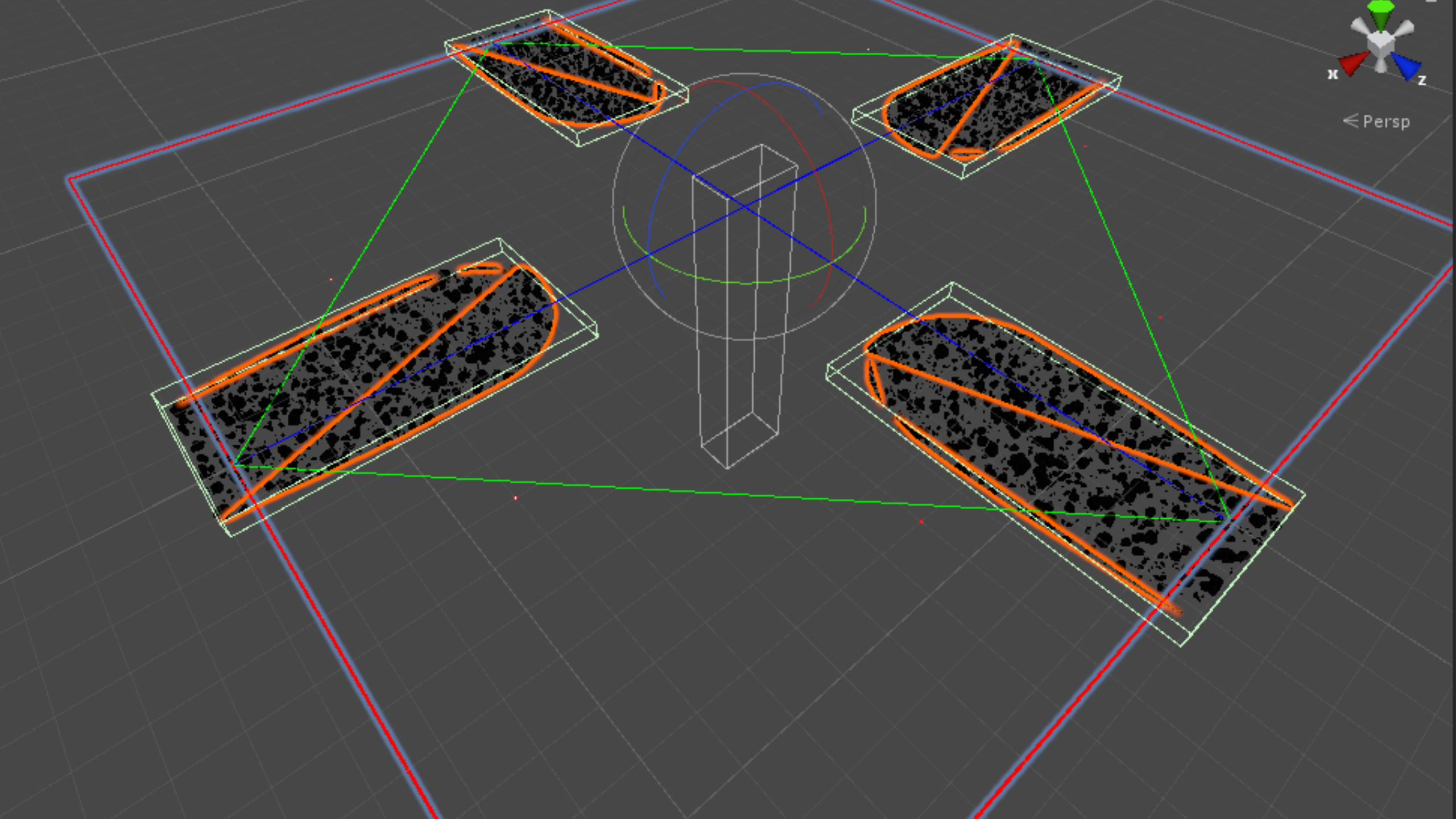














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Select Armour

Light ▾



Save Preset

Show Slot Icons ☐

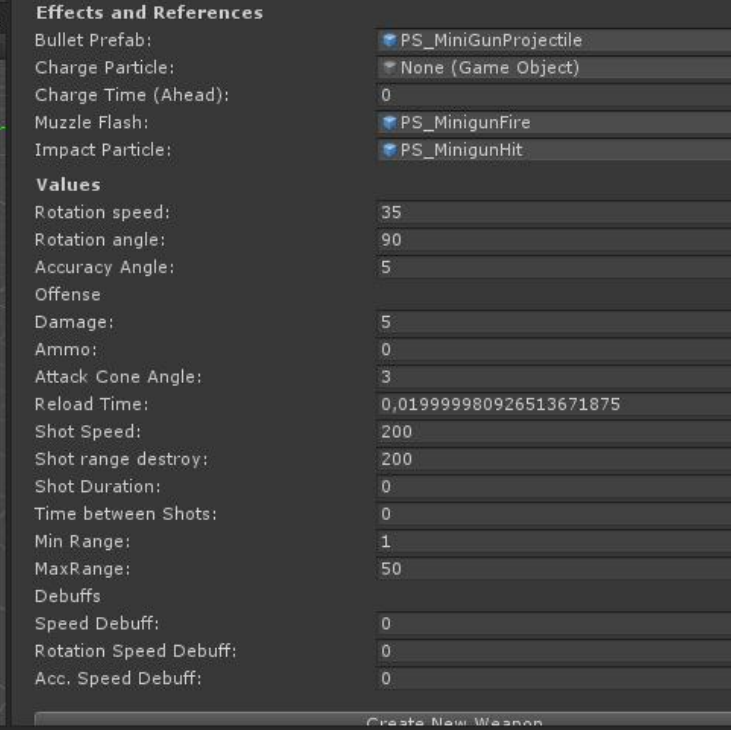
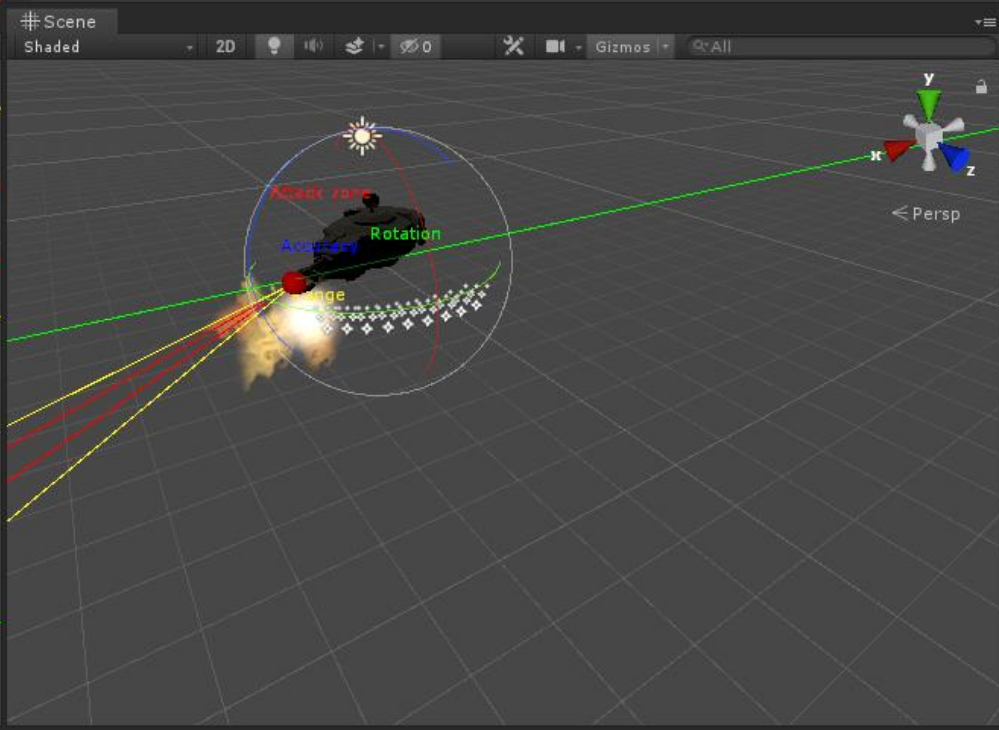
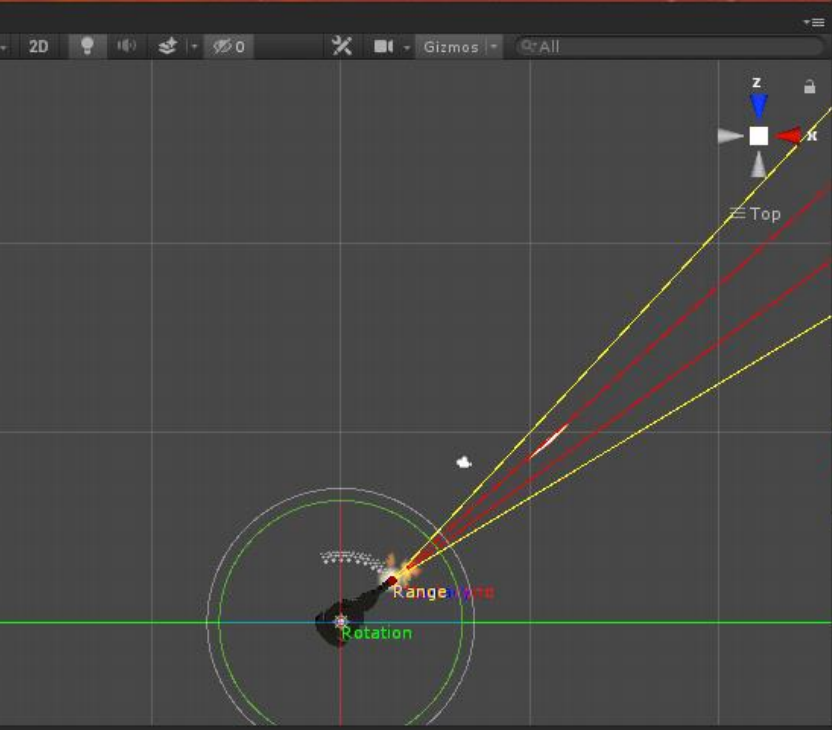
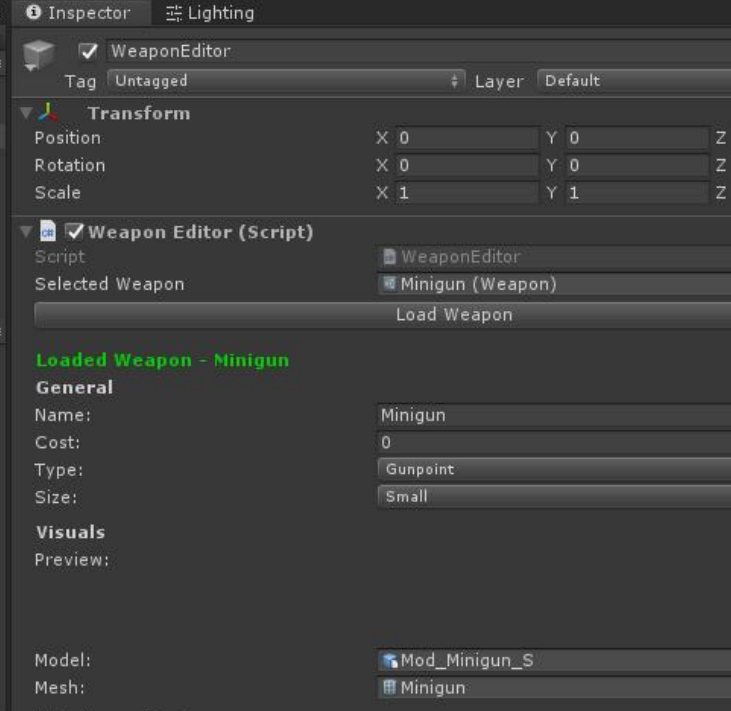
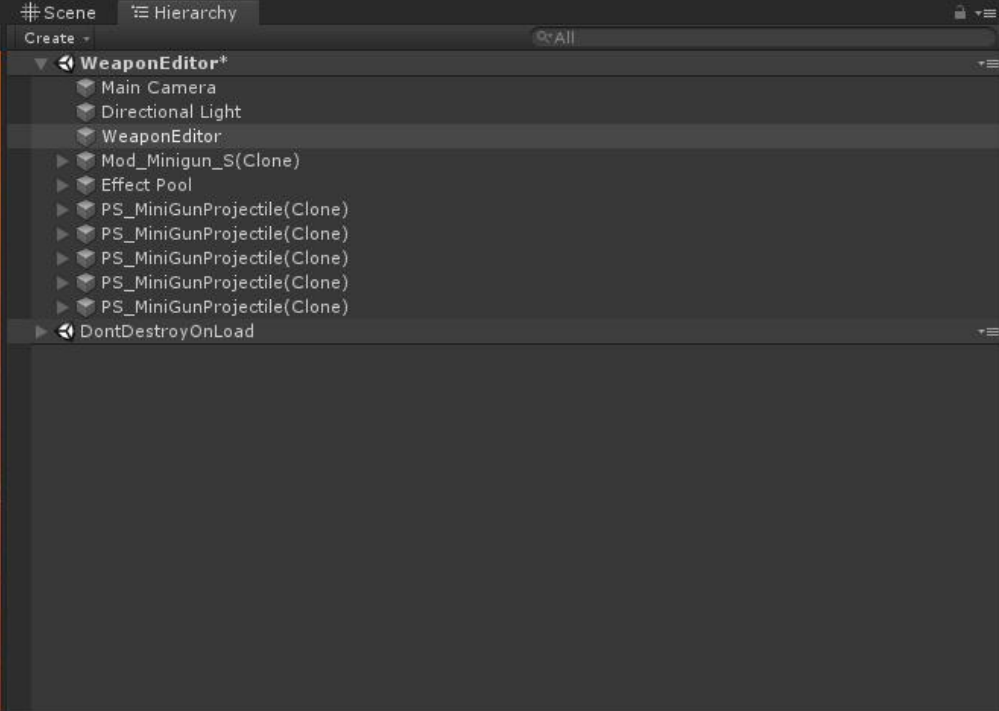
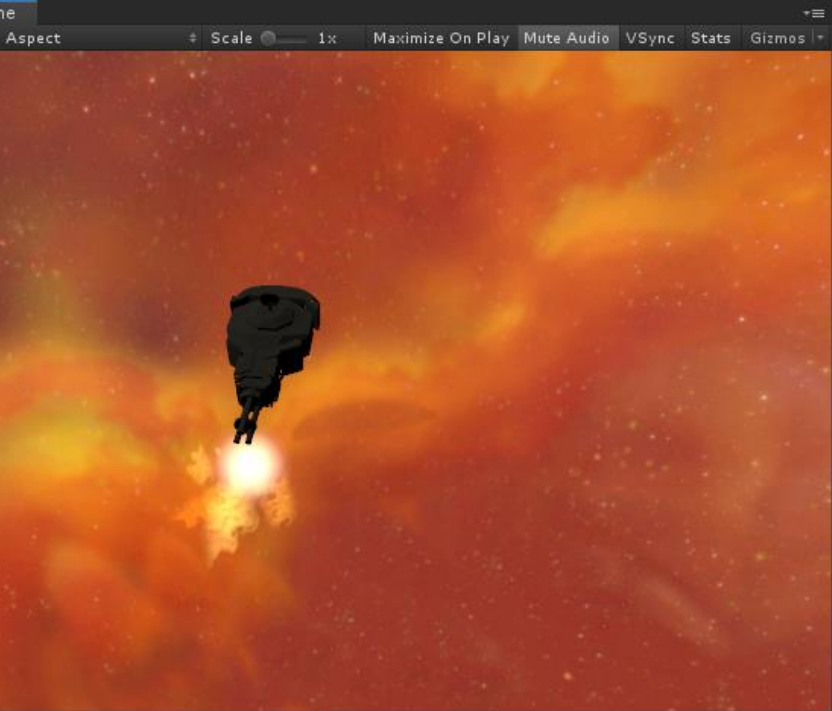




## Select Armour

Light









# IDENTIFIED DIFFICULTIES

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- Can't use most of Unity's tools!
- Pathfinding is a b\*tch!
- Performance...
- Coding standards...





# GATE II GOALS

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- Unit Behaviour + Swarm Movement
- Combat System and Ship Classes
- Unit + Faction Editor
- Event System
- 3+ Maps







# OVERSCOPED A. F.



Felix Günther



Felix Günther  
Dariush Sanaye



Nils Hausfeld  
Noah Hübner  
Lucas Rudziansky



Johannes Geier  
Armin Grbic  
Dennis Alp



THANK YOU!

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