Stockholm to Märsta

Post apocalyptic survival

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A Kevin Björk production

Outline

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- What the game is about

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- What the game is about
- How it is built

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- Game demo

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- Stockholm is a dangerous place to be at, we need to escape to Märsta (by train)
- Core of the game: <u>surviving the journey</u>
- At each train station between Stockholm and Märsta there are a number of good/bad things that can happen, the trick is to make the best decision in any given situation

What can turn up on the journey:

GUSTAV SVENSSON

AXEL CAJSELIUS

NILS SKOGLUND
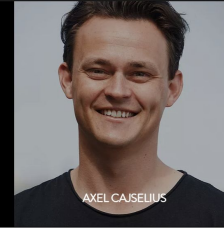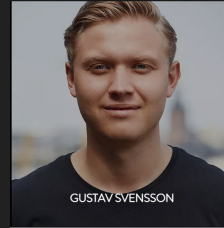
+ Philip

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- A function will be called to display the current status of the player

Let's see the game in action!

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- Making the game "fool proof"

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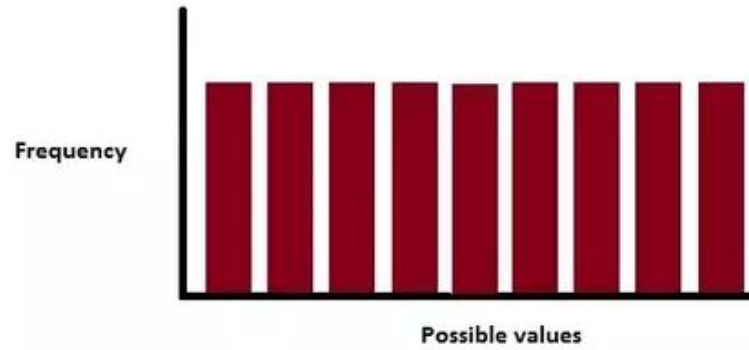
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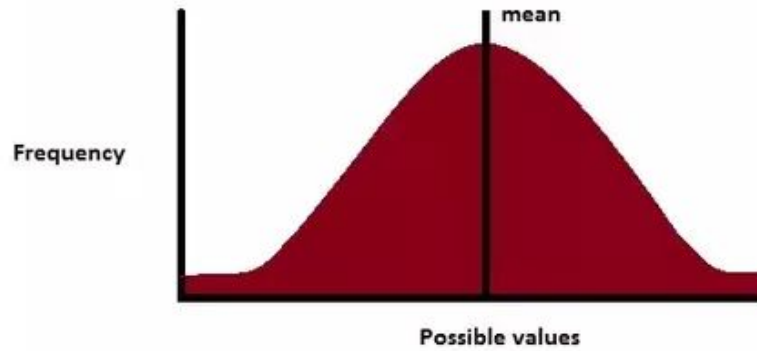- More events

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- In short: more replayability

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- Make sure of what the project should include before you start working, making changes later on will be more costly the further on the project is
- If you want python to do a computation multiple times create a function
- A project can always become better so choose a good cut off point

Fun fact: The genre

- I would say this game belongs to the roguelike, resource management video game genre.
- Other titles in the genre are: FTL, Organ Trail and Reigns

The End