

Preliminary Project: Lemmings Defense

DJCO 2014/2015

Initial Idea

- Lemmings is a puzzle-platformer originally developed for the Amiga in 1991. It spawned multiple sequels, remakes and spin-offs.

- Tower defense is a subgenre of real-time strategy games that first appeared in 1990. Searching Google Play's store for it gives over 400 results.

- So, how do we come up with an original concept?

Resources

- Research and literature:
<http://www.scribd.com/doc/21049474/Lemmings-Defense>
- Documentation and articles:
<http://www.lemmings.com/>
- Related titles:
<http://www.lemmings.com/>
- Inspiration:
<http://www.lemmings.com/>

Technologies

- Created entirely in unity 3.
- Unity 3d physics.
- Unity 3d engine.
- Powerful scripting engine.
- Used by the industry globally.
- Free!

Concept

- Lemmings defense with tower defense.
- Lemmings have to reach a checkpoint with a small number of lemmings or "towers". After the other points are reached, lemmings can be used to help.
- Lemmings can be used to reach the checkpoint.
- Lemmings can be used to reach the checkpoint.
- Lemmings can be used to reach the checkpoint.

Preliminary Project: Lemmings Defense

DJCO 2014/2015

Initial Idea

- Lemmings is a puzzle-platformer originally developed for the Amiga in 1991. It spawned multiple sequels, remakes and spin-offs.

- Tower defense is a subgenre of real-time strategy games that first appeared in 1990. Searching Google Play's store for it gives over 400 results.

- So, how do we come up with an original concept?

Resources

- Research and literature:
<http://www.scribd.com/doc/21049494/Lemmings-Defense>
- Documentation and articles:
<http://www.kylemcdonald.com/>
- Tutorial 101:
<http://www.tutorialspoint.com/html5game/lemmings-defense/lemmings-defense.htm>

Technologies

- Created entirely in unity 3.
- Easy to play.
- Easy to use.
- Powerful scripting engine.
- Used by the industry giants.
- Free!

Concept

- Lemmings defense with some changes.
- Lemmings have to reach a checkpoint with a small number of lemmings or "lemmings". After the other points are reached, lemmings are to be killed.
- Lemmings can only be killed in the checkpoint.
- Lemmings can only be killed in the checkpoint.
- Lemmings can only be killed in the checkpoint.

Preliminary Project: Lemmings Defense

DJCO 2014/2015



Prezi

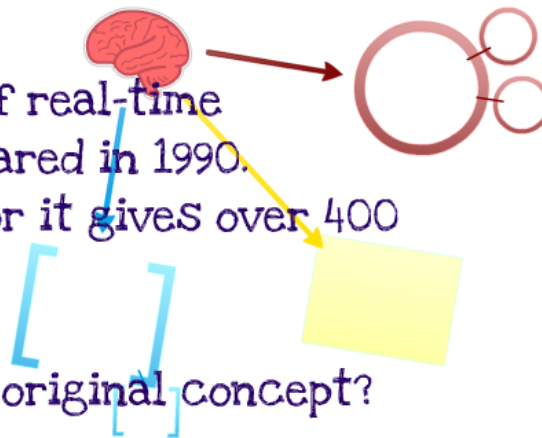


Initial Idea

- Lemmings is a puzzle-platformer originally developed for the Amiga in 1991. It spawned multiple sequels, remakes and spin-offs.

- Tower defense is a subgenre of real-time strategy games that first appeared in 1990. Searching Google Play's store for it gives over 400 results.

- So, how do we come up with an original concept?



Resources

- Scenario and characters:
<https://www.assetstore.unity3d.com/en/#!/content/21028>

- Environment and extras:
<http://archive3d.net/>

- Bullet Bill:
<http://www.models-resource.com/wii/supermariogalaxy/models/>



Concept

- Combine Lemmings with Tower Defense!
- One player tries to reach a checkpoint with a small army of creatures, or "lemmings", while the other places multiple obstacles to try to stop him.
- Creatures must use a variety of the original lemming's powers to avoid getting caught.
- Inspired by Plants vs Zombies, but players can also control the attacking force.

Technologies

- Created entirely in Unity 5.
 - Easy to pickup.
 - Easy to use.
 - Powerful Scripting engine.
 - Used by the industry giants.
 - Free!

Resources

- Scenario and characters:

<https://www.assetstore.unity3d.com/en/#!/content/21028>

- Environment and extras:

<http://archive3d.net/>

- Bullet Bill:

<http://www.models-resource.com/wii/Supermariogalaxy/model/8746/>

- Created e

Instructions

- The game may be played by simply opening the executable. No installation is needed.

- Gameplay instructions are available in the first game Snapshot, and may also be consulted when starting a new game.

Thank you!

- Cristiano Carvalho
ei10041@fe.up.pt
- Hugo Cardoso
ei1154@fe.up.pt
- Noelia Giner
up201401780@up.pt
- Vasco Gomes
ei11161@fe.up.pt