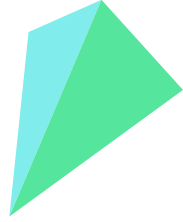# Paint Wars

Gold

by BrainDead Studios

Whoa!

We are **BrainDead Studios**

You can use the **@braindeadstd** handle to find us in social media

What we are going to **talk about** today

The Game

What is Paint Wars about?

The Features

What can you do in the game?

The Controls

How can you play the game?

Summary

What should you remember about the game?

The Game

What Paint Wars is about

The Game

In a world full of colour, a corruption spread, turning everything monochromatic and evil. The war started, with all colour beings trying to restore the colours on the world and with them, the peace. The destiny of those in despair is in your hands.

The Game

- **TO WIN:** You must destroy all of the 5 spawners

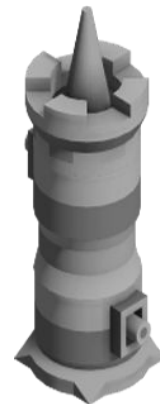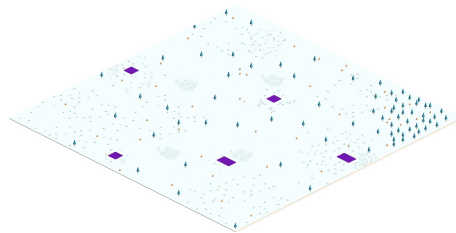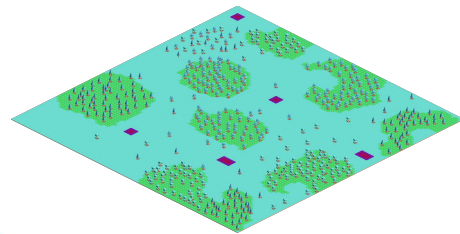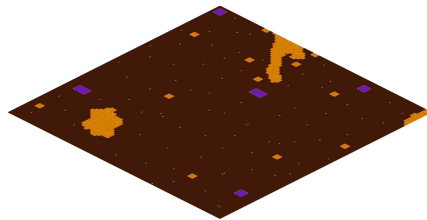- **TO LOSE:** Your Town Hall must be destroyed or after 15 min trying

The Features

What the main features of Paint Wars are.

The Features

- Different scenes and camera
- Resources and entities
- Audio: music and FX
- Actions
- Debug keys
- Fog of War
- Different resources, units and buildings
- Enemies: slime and Chroma King, with AI
- 3 different maps
- Particles
- Logos animated
- Save and Load
- UI and HUD: All menus fully functional and improved
- Tutorial, quests and dialogs
- Executable properties, game icon
- Under 256mb usage

The Controls

How to play Paint Wars

The Controls

- Shop to buy buildings
- Create units from buildings
- Custom mouse to select, move and general actions
- Debug Keys
- Units to get resources, explore and attack
- Upgrades for units and buildings from shop and buildings

The Summary

The Key Points of the Vertical Slice

The Summary

- Destroy 5 spawners in less than 15 min and protect your Town Hall from the enemies

- When the 4th spawner is destroyed, the Chroma King spawns to defend the last spawner

- With resources, create new buildings and units

- Use your mouse: to select and to interact with the UI and HUD

- Cheating allowed! Debug keys

- Enjoy the scenes, animations, audio and everything else!

Thanks!

Does anyone have any questions?

braindeadstd@gmail.com
@braindeadstd