

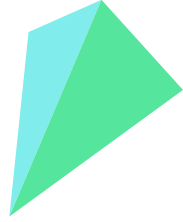


# Paint Wars

*Alpha*

*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: *Refresh and what's new*

What can you do in the game?

## The Controls

How can you play the game?

## The Future

What are we working on and how will we progress from the Vertical Slice?



# 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

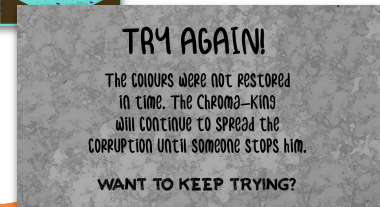


## The Features

What the main features of Paint Wars are. We will remind you of what we had and what's new.

# The **Features**: a reminder

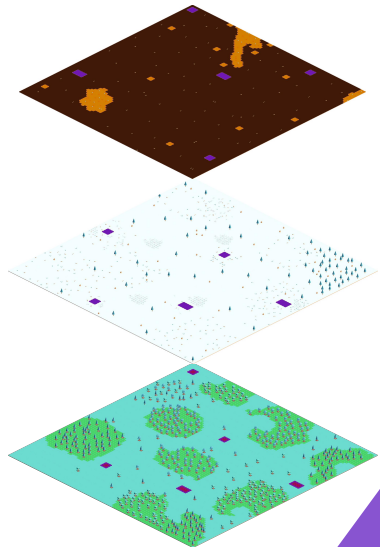
- What we already had:
  - Different scenes and camera
  - UI and HUD
  - Resources and entities
  - 1 Map
  - Audio
  - Actions
  - Debug keys





# The **Features**: what's new

- What has been added:
  - More and improved: Audio, actions, debug keys, scenes, etc
  - Fog of War
  - More resources, units and buildings
  - Enemies: 1 enemy, with AI
  - 2 more maps
  - Particles
  - Logos animated
  - Save and Load
  - All menus fully functional
  - Tutorial, quests and dialogs





# The Controls

How to play Paint Wars

# The Controls

- Shop to buy buildings
- Create units from buildings
- 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 background is a white canvas decorated with various colorful geometric shapes, primarily triangles and polygons, in shades of purple, blue, orange, red, green, and yellow. These shapes are arranged in a way that they appear to be floating or scattered around the central text. 

**Let me *show* you!**



# The Future

What Paint Wars will be like

## The Future

- THE MOST IMPORTANT PART: BUGS
- Enemies, spawned from spawners
- Wave attacks fully working
- More defensive buildings
- Passives
- Advancements
- Balancing
- Other improvements



# 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
- 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?

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