

KittyCoinAdventures

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Final Presentation – 26.04.2024

Agenda

- Introduction (Team + Game)
- Genre and Concept
- Mechanic and Gameplay
- Gaphic and Design
- Development process
- Live Demo
- Future Features



Introduction

- Team:
 - Felix Steinhauser (B3)
 - Timo Huter (B3)
- Game:
 - KittyCoinAdventures
 - Clicker / Idle Game
 - Optimized for Smartphones



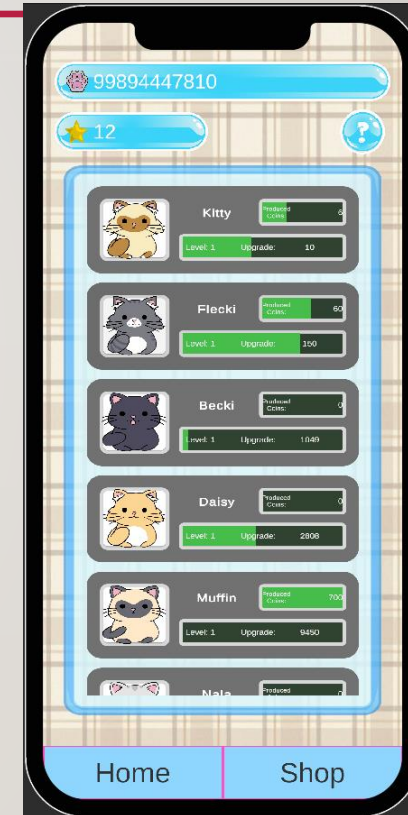
Genre

- Clicker Games:
 - Repetitive clicking / tapping
 - Upgrades -> faster Progression
 - Satisfaction through incremental growth
- Idle Games:
 - Continuous progression
 - Rewards player for periodically playing



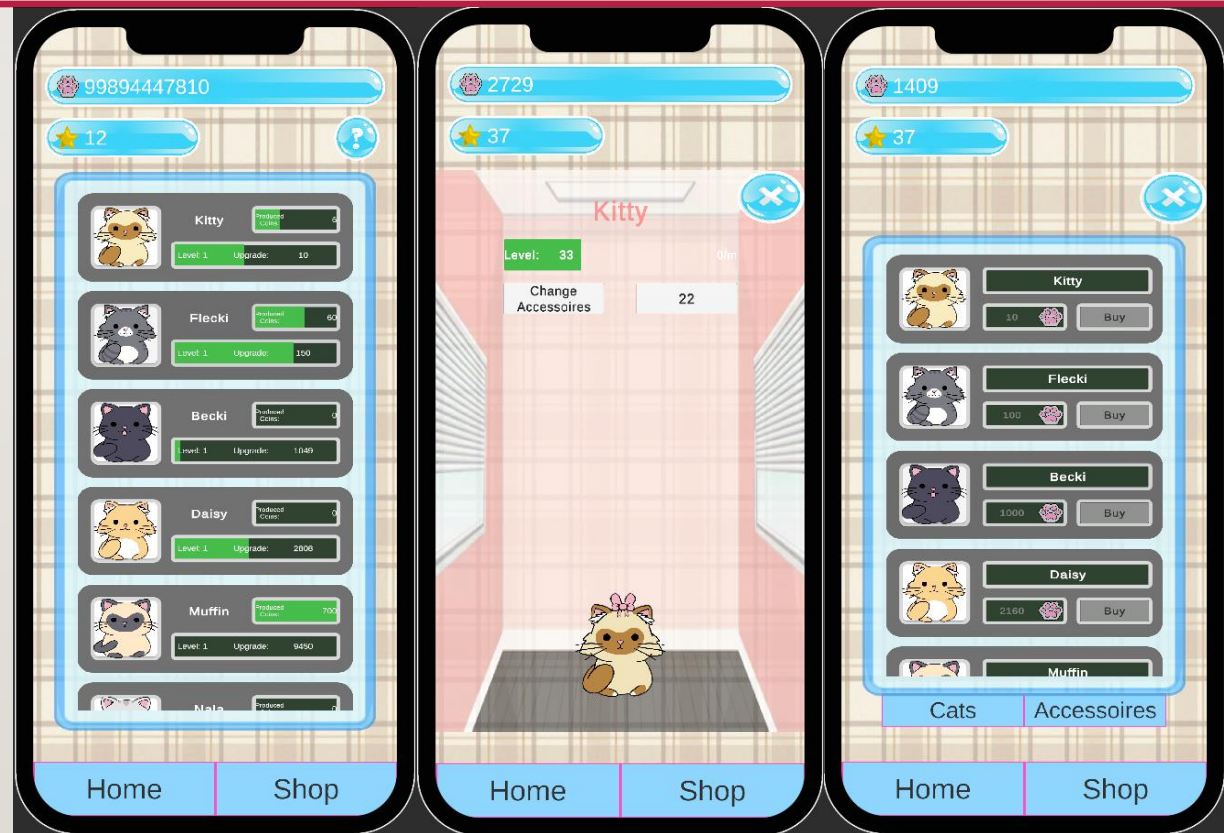
Our concept

- Both genres combined
- CATS
- Cats -> KittyCoins -> Upgrades / more Cats
- Each cat generates for 10 cycles
- MainScreen / PersonalSpace / Shop
- Accessoires for Cats to wear



Graphic and Design

- Optimized for smartphones
- 3 Screens
 - MainScreen
 - PersonalSpace
 - Shop
- 12 Cats
- 4 Accessoires



Development process

- Generator class
- Main screen
- Visit cats
- Accessoires class
- Shop

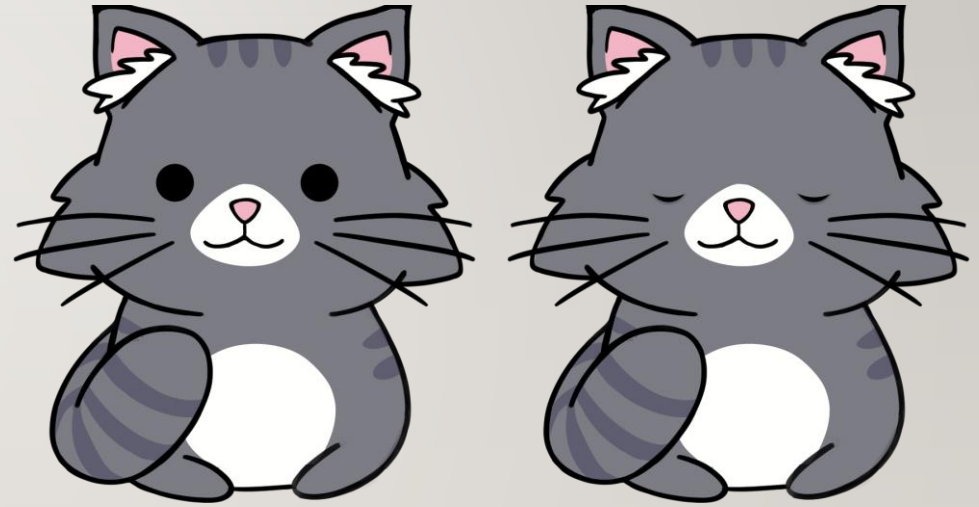


Live Demo



Future features

- Changing sprites
- Movement of cats
- Minigames
- New ways to acquire cats
- Additional currency
- Backstory



Thanks for listening

Any questions?

