

THE DESIGN BEHIND: **BATTLE** OF THE BUGS

A closer look at the visuals, gameplay, and features of
this upcoming real-time strategy game.

Battle of the Bugs is a real-time strategy game currently being developed in the Unity3D Engine. It is targeting Windows, Mac, and Linux users and set to be released in 2017 through Steam, as well as GOG, Humble Bundle, and others. It is designed to be an RTS that's easy to pick up and difficult to put back down. The core game is rather simple and targeted at both RTS experts and those who are new to the genre. Throughout its singleplayer campaign and multiplayer league play however, it expands on that core by adding in additional features, modifications, strategy, and complexity that will appeal to more experienced RTS players.

The game starts off nice and easy. At the start of a level, you choose the color of the colony of insects you wish to control. As the commander, you are in charge of ordering units, collecting resources, building bases, and completing objectives. Multiple insect types are at your disposal, each with unique strengths and weaknesses. These are not ordinary insects, however. They are all equipped with military-grade weaponry – rocket launchers, grenades, machine guns, sniper rifles, and more.

The goal of the game is to ultimately destroy every other color colony of insects on the battlefield. Use your units to attack other insects and bases while defending and growing your own. Unique game modes and modifications will give unique objectives and achievements to complete along the way.

While the singleplayer campaign is lengthy in content, it is only just the beginning. Competitive and casual multiplayer game modes open up a whole new world of gameplay for players and their friends. A level editor is also included to provide an easy way to build new and challenging experiences to share with the entire Battle of the Bugs community via the Steam Workshop.



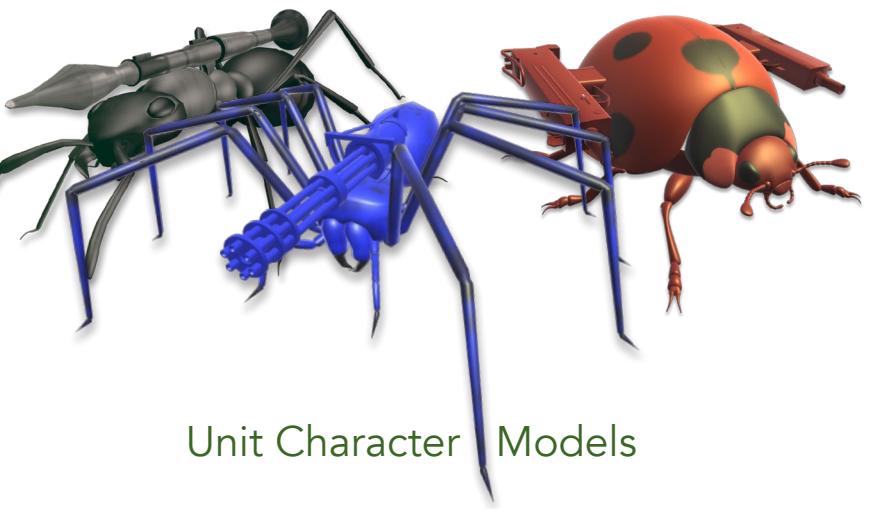
GAME OVERVIEW



Store Banner Image

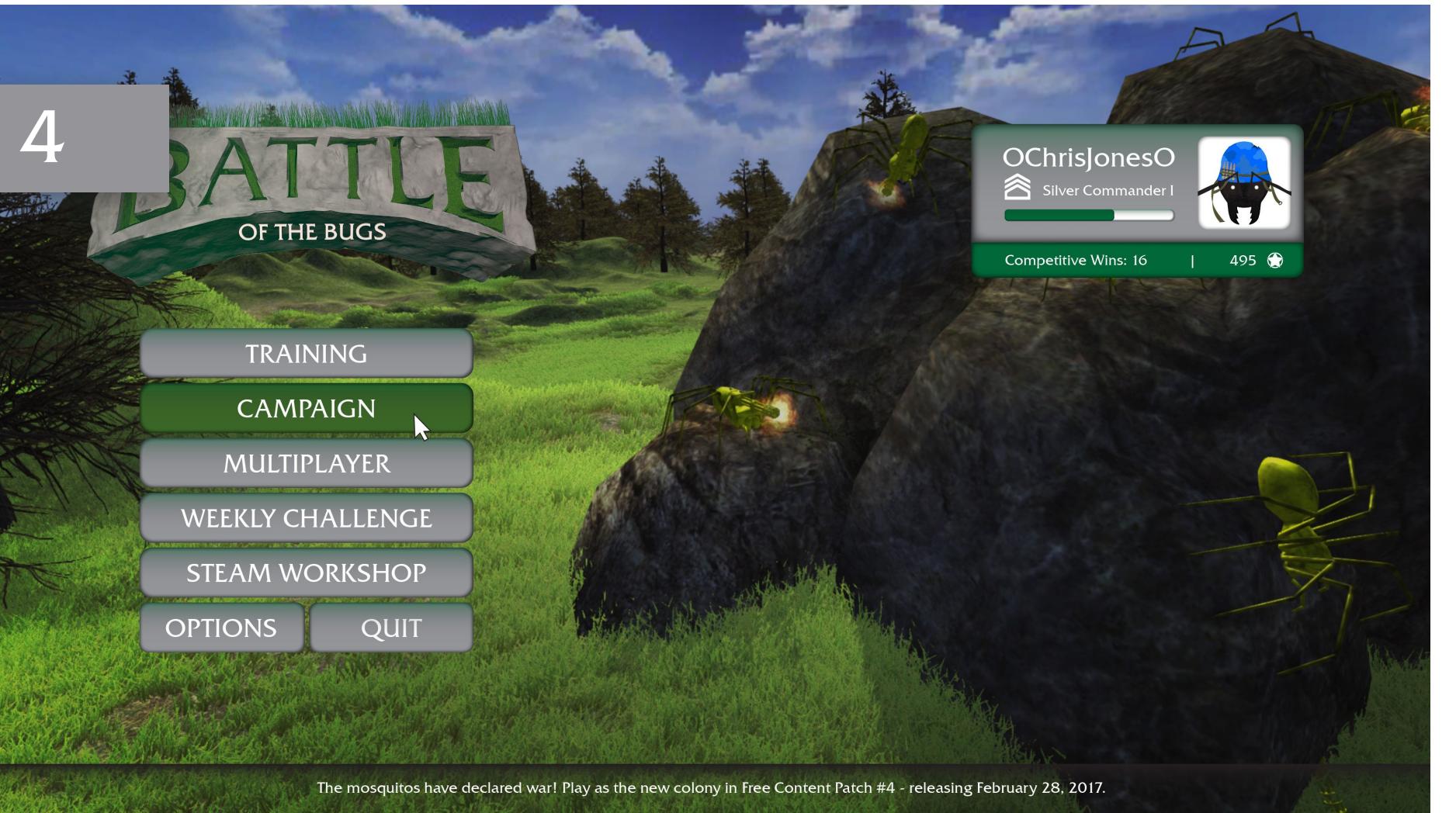


Game Icon



Unit Character Models

GAME ASSETS



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MAIN MENU



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LOADING SCREEN

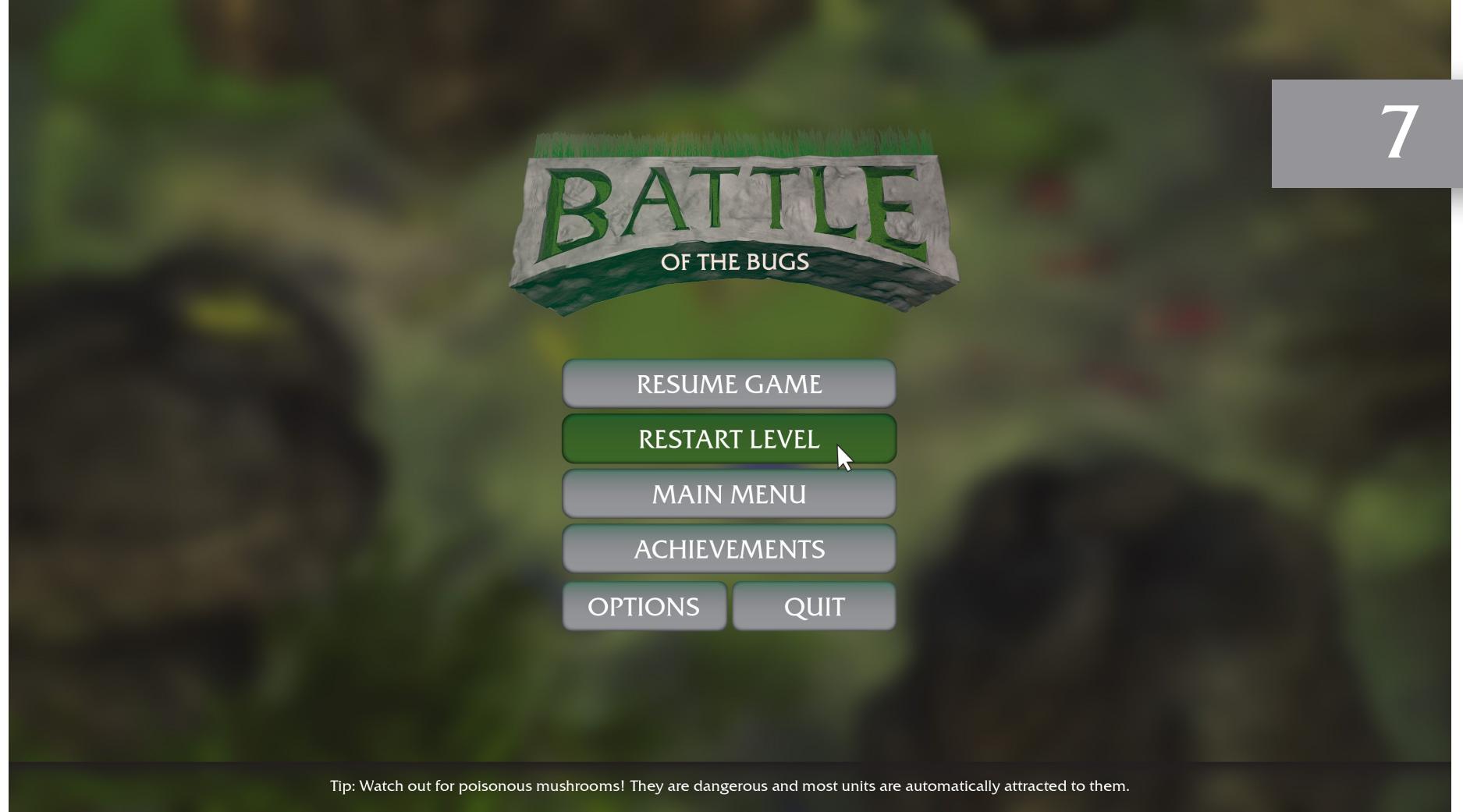
The main menu introduces the player to the multiple game modes, features, and other options. It displays their player card in the top right corner, which shows their progression through the game. The news feed at the bottom of the menu can be used to notify players of server maintenance, new DLC, or this week's weekly challenge.

The loading screen is not just there to bore the player as the game scene is loaded. It provides useful tips, hints, and tricks at the bottom of the screen, while displaying a 3D model of a random playable unit that the player can rotate, pan, and zoom around to get a better look.



The in-game UI for an RTS is arguably one of the most important aspects to get right. Battle of the Bugs uses a semi-transparent selection/action menu to optimize screen space. It updates to show functions and actions available to the player, as well as unit/base status depending on what they currently have selected to command.

GAMEPLAY / HUD



The pause menu is activated by pressing ESC on the keyboard, pauses the game clock, and displays some game options. Here the user can restart the level, return to the main menu, or browse through their achievements. Like the loading screen, it also continues to provide valuable tips and tricks at the bottom.

PAUSE MENU



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The following screenshots are up close and personal looks at the game's action and visuals to be used for promotional purposes. They highlight intense battles, interesting player units, and gorgeous graphics. You would likely see these screenshots featured on a store page, along with a video gameplay trailer.

CINEMATIC SCREENSHOT

CINEMATIC SCREENSHOT



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CINEMATIC SCREENSHOT

CINEMATIC SCREENSHOT



COMING 2017

