

TurboStar

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Introduction

1. Who are we?

- Synergistic Solutions

- Mission statement: Our mission is to achieve flexible and innovative solutions for the business needs of our clients via the flexible integration of top talent and existing infrastructures.

1. What is our plan? Reinvigorate the bullet hell genre via reconnecting with the spiritual legacy of ground breaking titles such as galaga.

- Our product: TurboStar.



The project so far...

1. We have operationalized our vision in terms of a minimum viable product, which we can push downstream to our first wave of super users.
1. We have a basis for our graphical assets and art style which centers around a retro video game theme. We represent the fusion of modern design sensibilities with the raw challenging content of 80s classics.



Successes!

1. Working game demo
2. Sprite designs
3. Ahead of original plan/schedule
4. Comfortable with pixelart
5. Under budget; \$3



Challenges...

1. Meeting consistently
2. Long term planning
3. Division of labour
4. Limitations of litiengine
5. Finding our muse



Plan For the Remaining Work

1. Make a plan for the remaining work
2. Switching from an old engine to a new one and learning the intricacies
3. Create sound design for the game
4. Create a setting design for the page



Conclusion

- We will continue to expand our knowledge of sound, art, and game design along with our knowledge of the java programming language in order to produce a well polished game that will stand out from the competition.