

Bottega Documentation

Team (Canned Crab):

Alexia Slate (Comm arts)

Herbert Steet (Comm arts)

Jacob Stephens (CS)

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Game link: [Itch](#)

Video link: [video](#)

Repo link: [github](#)

Overview: Bottega is a top down 2D time management game, where you play as a painter's apprentice. Each day, you do chores around the workshop that you learn at, keeping up with artists' demands, and keeping the place clean. There doesn't seem to be enough time to actually do apprentice things, but as you earn the respect of the artists, they begin to let you work with them more.

At a higher level, this game is similar to games like Overcooked and WarioWare. You have to manage all the chores you have to do throughout each day, while still doing the work with enough quality.

Progress

In the past few weeks, we have finished most of the assets, including backgrounds, props, animations, character sprites, and more. We decided to not incorporate music, so we could focus on other elements of the game.

The workshop environment is mostly set up now, and the player can move around in it. The camera follows the player if they walk between the workshop and the background. There are props around the area, and all the characters have animations. There are two minigames to play, but they are minimal

Plans

If we were to continue this game, we would probably start with more minigames. Making more minigames will let us figure out more assets to create, and also contribute to the overall progression of the game. At some point, we could start coordinating the day cycle system and that stuff. Also music.

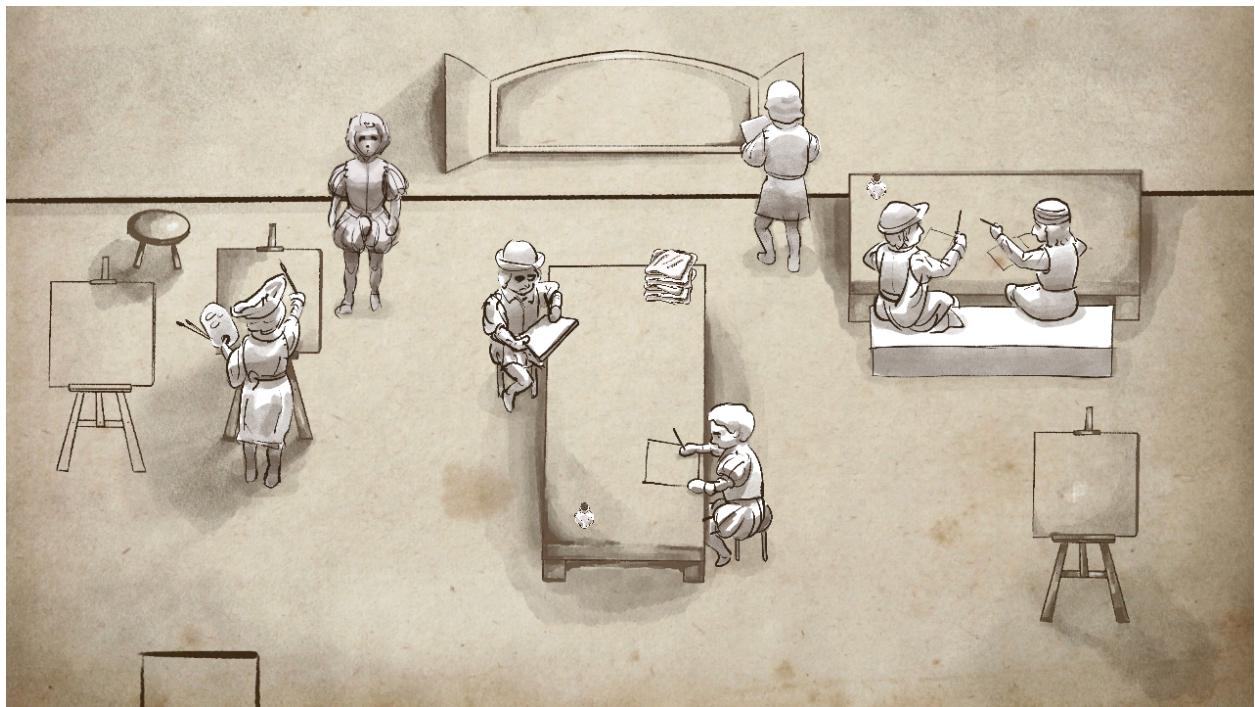
Art and Screenshots



(Alexia Slate)



Character concept (Herbert Steet)



Workshop (background and props by Alexia Slate, characters by Herbert Steet)



Storage (background and props by Alexia Slate, character by Herbert Steet)