

# Bottega Documentation

**Team** (Canned Crab):

Alexia Slate (Comm arts)

Herbert Steet (Comm arts)

Jacob Stephens (CS)

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**Game link:** [Unity Play](#)

**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.

## Plans

The last main thing we need is the actual minigames. Everything we need for them is put into place, other than the actual thing you can play. That's the first priority.

Some other things to do are clean up the animations, so they don't all play at the same time, make minigame interfaces that match the current environment, and of course, playtesting.

If we were to continue this game after this class, we would add a system where there are multiple days, and each day gets more difficult than the last one. As this happens, the player gets to do more and more "art-involved" tasks. Adding stuff like music and sound effects would also be cool.

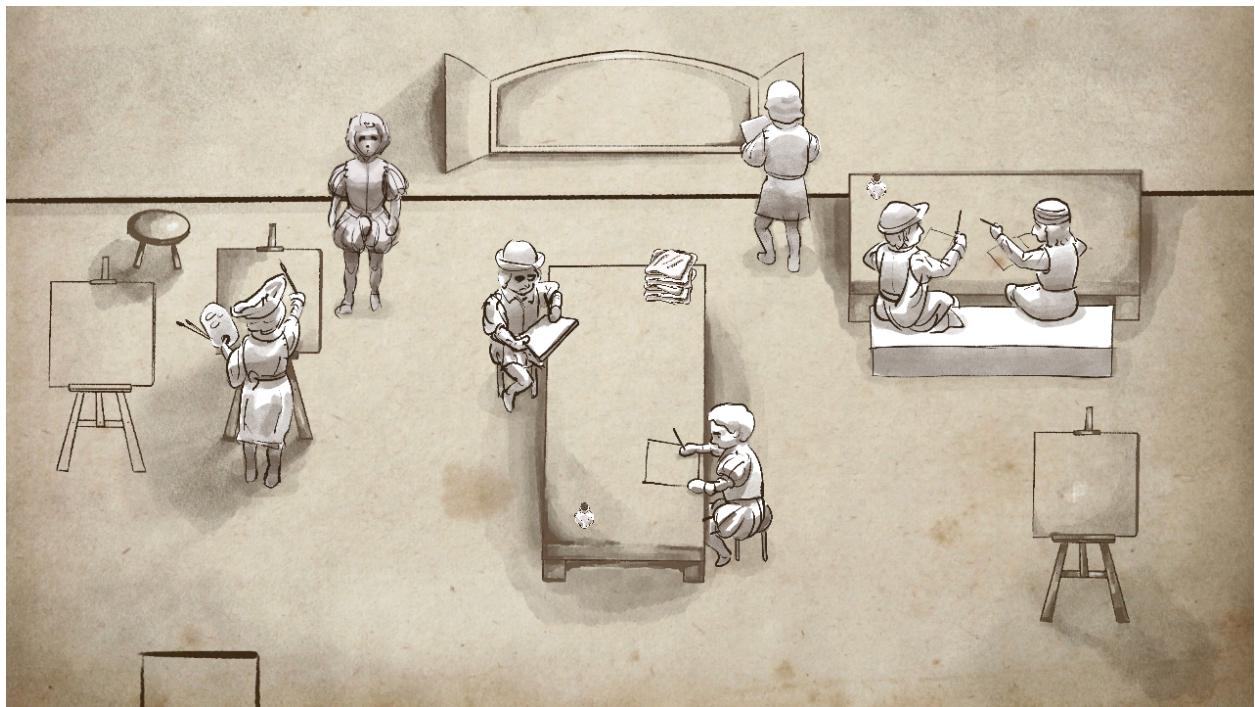
## Art and Screenshots



(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)