





# THE GAME



# THE GAME

- boardgame in the League of Legends universe
- cooperative gameplay



„Mechs“

VS.



„Minions“

- Goal: kill all minions
- each Mech is controlled with its command line

...and many more rules / ways to extend the game





# THE 1ST MILESTONE

(What we planned to do)

## RENDERING



- PoC with Vulkan and C++
- mesh loading
- Blinn-Phong reflection model

## GAME LOGIC



- turn based game logic
- start and end new game

# THE 1ST MILESTONE

(What we actually did)

## RENDERING

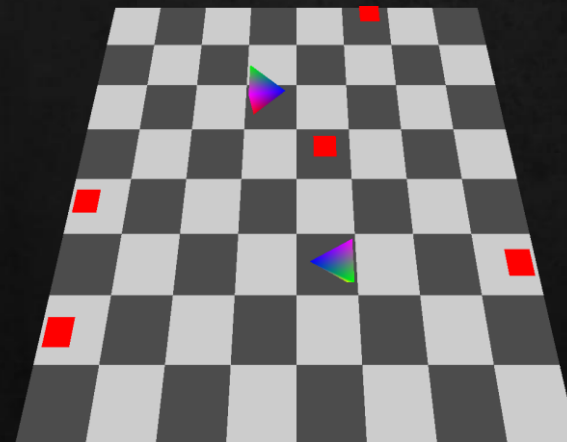


- PoC with **OpenGL and C#**
- mesh loading
- ~~—Blinn-Phong reflection model~~
- + camera movement
- + resource management & multi-instance rendering

## GAME LOGIC



- turn based game logic
- ~~—start and end new game~~





# THE 1ST MILESTONE

(What we actually did)

## RENDERING



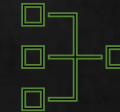
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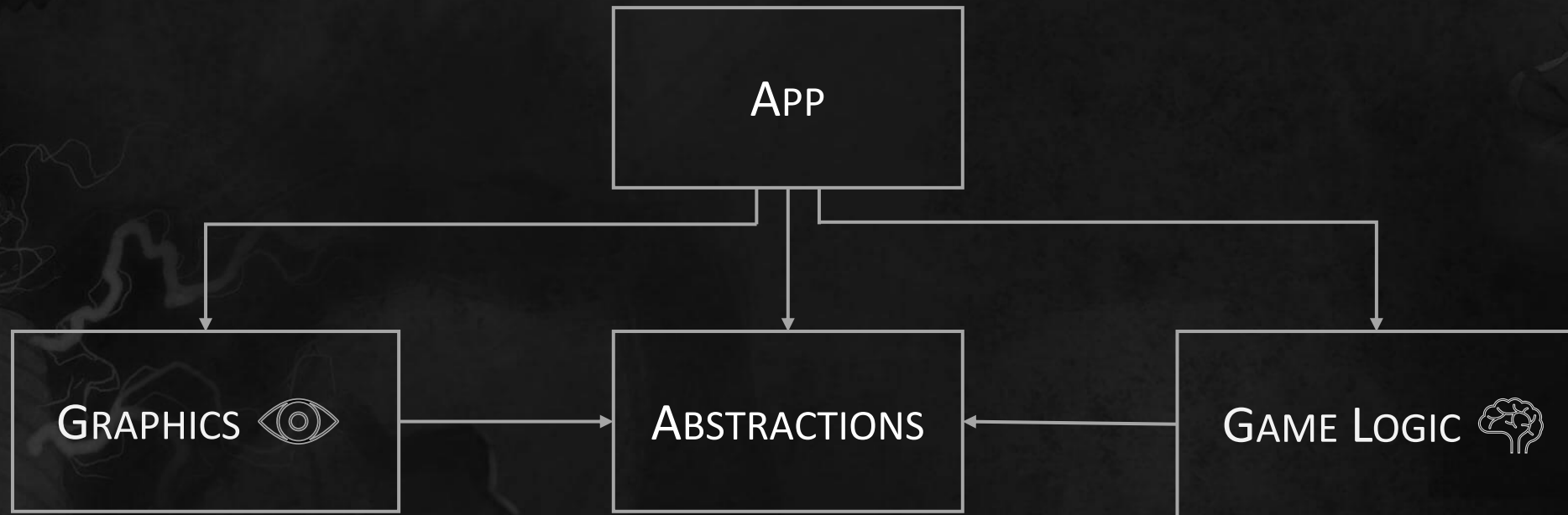


- turn based game logic
- ~~— start and end new game~~

## Architecture



# ARCHITECTURE



STATES:      ...

⇒ makes debugging easier

⇒ allows undo (later)



# NEXT MILESTONE

## RENDERING



- Blinn-Phong reflection model
- add GUI for command line

## GAME LOGIC



- start and end new game
- small but playable version
  - add command line
  - add action cards
  - saving & loading a game state



# REFERENCES

[HTTPS://EUW.LEAGUEOFLEGENDS.COM/EN/FEATURED/MECHS-VS-MINIONS#WHATS-INSIDE](https://euw.leagueoflegends.com/en/featured/mechs-vs-minions#whats-inside)

[HTTPS://WWW.AMAZON.DE/MECHS-MINIONS-WAVE-LEAGUE-LEGENDS/DP/B01M28M8TV](https://www.amazon.de/Mechs-Minions-Wave-League-Legends/dp/B01M28M8TV)