1. Team (+ Andi)(+ Markus)

Team: S.A.W.Z.E.

Tobias Paul – Character Art and Animation

Amon Kalagin – Setting, Environment Art and modelling

Daniel Pochert – Programming

Robert Lücke – Game and Level Design

Andrea Schelling - Setting, Environment Art and modelling

Toma Komitski – Game Design and Production

EXTERNE Mitglieder

[Markus Zierhofer](https://www.facebook.com/markus.zierhofer?fref=nf) - Musik und Soundeffekte

1. Vision „Reminder“

* inspired by the old school arcade legend “Pac-man”
* desired outcome: hectic and dynamic game play into a modern theme with more complex mechanics
* main goal of S.A.W.Z.E:
* collectable power up items
* different opponent types
* add level objectives
* keeping simple, intuitive and dynamic gameplay

1. USPs

* **Level Objectives**
* **Dynamic Gameplay**
* **Power ups**
* **Art Stile**

1. Target Group

* Age restriction: 6+
* Gender: both
* Gaming experience: none required
* Platform: PC
* Genre: combination of “arcade” and “jump and run”

1. Dificulty

* the size of the level
* the quantity of Zombie Opponents,
* the quality of Zombie opponents
* the quantity of collectable objective items
* the areas infected from Z-Virus
* the quantity of Antidotes placed on the level
* Box shift

1. Art

Add pics from Amon, Andi and Tobi

1. Features – DONE!

* Game Objective 1 – collect Item
* Game objective 2 – save trapped survivor
* Power up – nitro pack
* Zombie type 1
* Z-Virus Cloud
* Antidote Collectables

1. Open Features:

* Game Objective 3 +
* Zombie Type 2, 3 +
* Super Awesome Antidot power up
* Power up N+
* Box Shift
* Zombie Spawner

1. Ziele Milestone 01 – vergleich

Hero – 80% done  
2 Spielmodi – done  
1 Zombie – Done and Trapped survivor done  
5 level Obstacles – more than 35 Assets in 2 settings ☺  
Menu – functionality done - design in progress  
2 power ups – 1 done + box shifting   
5 Levels incl 3 Tutorials – 3 Done (Tutorial in one level)

1. Ziele Milestone 02 (23.01.2015)  
     
   GUI polish

Sound +   
Level + 4

Zombie type +1

Trapped survivor +1

2 Settings with distinctive Flavor to both

Power ups + 2