

FossXO

Game Design Presentation

James Richey

A casual game for all ages
Windows, Linux, and Mac
Coming Summer 2020

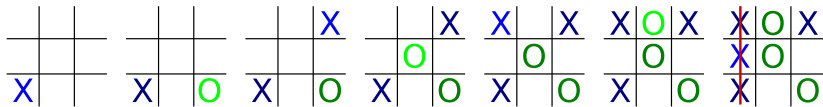
August 14, 2020

Game Summary

- A unique take on the classic game of tic-tac-toe
- Play in a variety of stunning environments
- Single and multiplayer
- Speedrun mode to give experienced players an added challenge
- Free and open-source

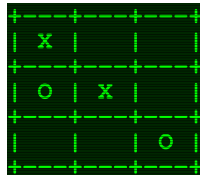
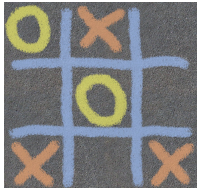
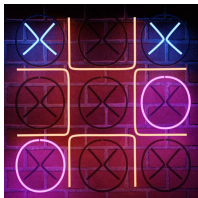
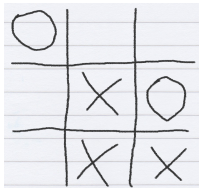
Gameplay Overview

- Players take turns placing their mark in a 3×3 grid
- First player to get three marks in a row wins
- Cat's game occurs if all the free spaces are exhausted



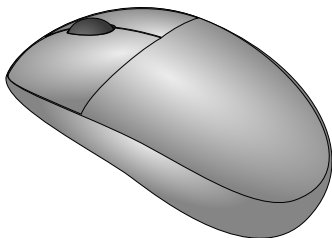
Environments

- Tells the past, present, and future story of tic-tac-toe
- Strong visual themes and complementary soundtracks
- Key differentiation from other tic-tac-toe games
- Over 20 beautiful environments
- Each game takes place in a different environment



Controls

- Keyboard and mouse
- Select squares with left click or the numpad
- Escape to open the game's menu
- Access game options and credits from game's menu



Monetization

- Free
- Open-source with code hosted on GitHub
- No advertisements or tracking



Production

- Programmed using Rust, Amethyst engine, and open_ttt_lib
- Prototyping phase to reduce risk
- Launch Summer 2020
- Additional environments added in future releases

