

THE DA VINCI CRAFT

LGTM'S

Leonardo Mota-Villalaraldo

Gary Guiragossian

Tristan Cortez

Mandy Chen

Shehab Ellithy

ALIENS HAVE COME TO EARTH...

AND THEY REALLY LOVE ART

Humans

1. Centuries of art history rests on your shoulders. You must utilize your architectural knowledge to build adequate defenses to protect our kind and culture from the alien menace.
2. Fail and you are fired!

Aliens

1. Your alien boss has assigned you to Earth where you now must retrieve all their valuable art assets.
2. Fail and you are alienated from your job!

GRAPHICS



RULES

1. Round-based scoring system, where a winner is declared after a set number of rounds have been won or played
2. The amount of rounds played is chosen in the main menu:
 - a. Short Game: 3 rounds (Best of 2)
 - b. Standard: 5 rounds (Best of 3)
 - c. Long game: 7 rounds (Best of 4)
3. A round is scored for **humanity** if the artifacts are preserved
4. A round is scored for the **aliens** if the artifacts are destroyed

INDIVIDUAL TURNS

1. Turns are structured in 3 phases

- a. Alien/Human Buy Phase
- b. Human Build Phase
- c. Alien Destroy Phase

2. Buying Phase:

- a. Limited to 30 secs
- b. Humans choose which valuable artifacts to wager
- c. Humans can unlock a new material every turn
- d. Humans decide how many materials they need
- e. Aliens can unlock new weapons every turn

INDIVIDUAL TURNS CONT'D

3. Build phase

- a. Limited to 60 secs
- b. **Human** build the protective shelter with the chosen materials

4. Destroy Phase

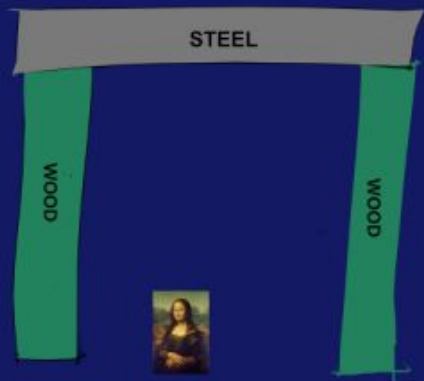
- a. Limited to 60 secs
- b. **Aliens** can drop weapons to destroy the shelter
- c. Due to superior technology, **aliens** may curve their shots

UI

PLAYER [1]: Defending
Remaining Budget: \$15



PLAYER [2]: Attacking
Axe: 1
Bombs: 1
Rocks: 2



Player 1 Rounds Won: 1
Player 2 Rounds Won: 0
Round 1 out of 5 (Medium Game)



WEAPONS/MATERIALS

For standard Games.
(In the turn order they are given)

Materials

1. Wood and Fabric unlocked (4 materials total)
2. Rock unlocked (6 materials total)
3. Glass unlocked (8 materials total)
4. Metal unlocked (10 materials)
5. 12 Total materials

Weapons

1. Deforester shots (AXES, A man from oregon) (2 weapons total)
2. Mineral extractor and Arrows unlocked (3 weapons total)
3. Bowling balls and Boomerang unlocked (5 weapons total)
4. Magnet and bomb unlocked (5 weapons total)
5. Eraser Ray and Alien Grenade unlocked (8 weapons total)

DIAGRAM OF WEAPON/MATERIAL INTERACTION

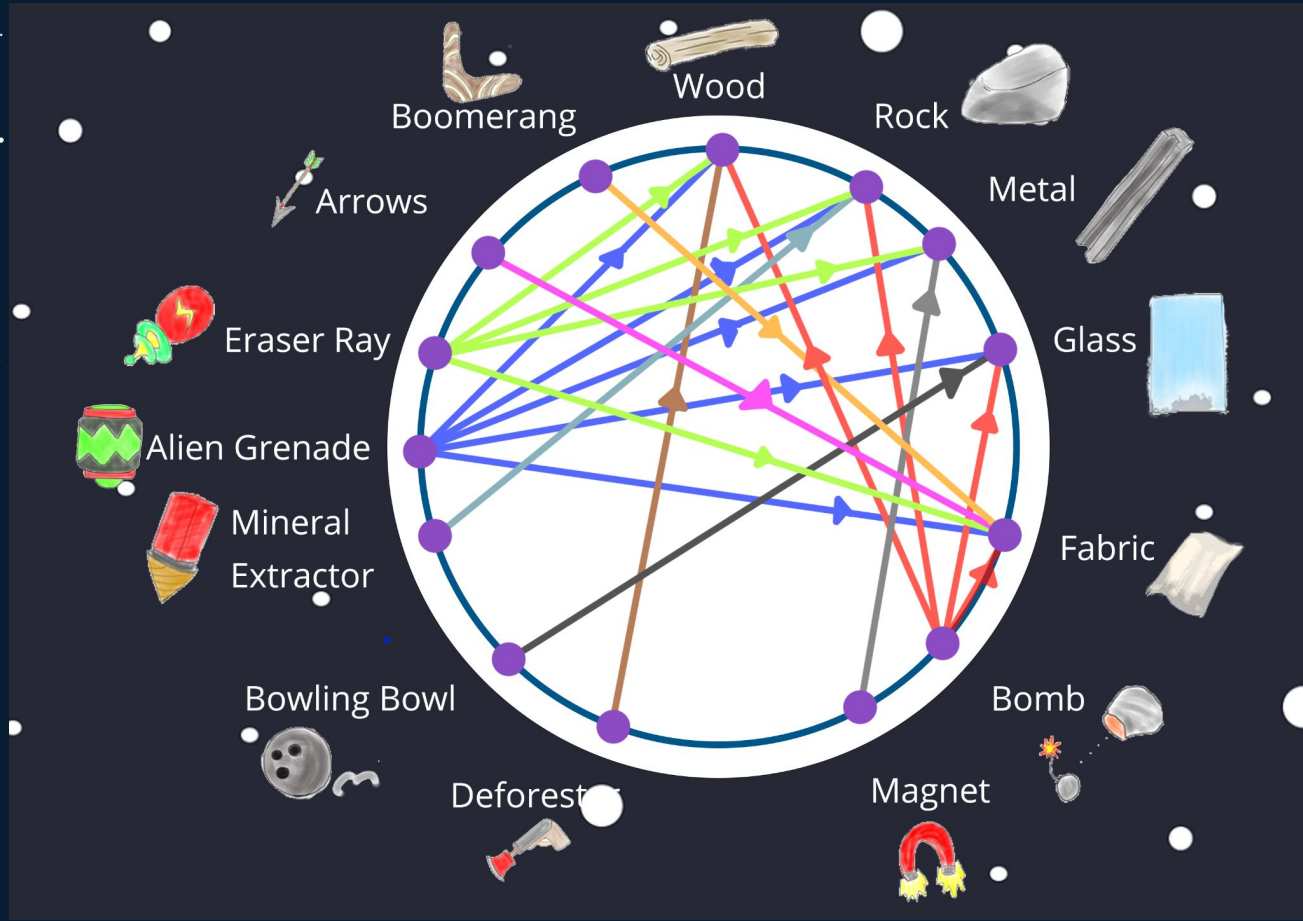
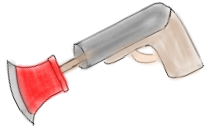
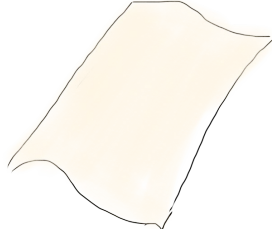
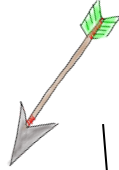


DIAGRAM OF WEAPON/MATERIAL INTERACTION

Deforester

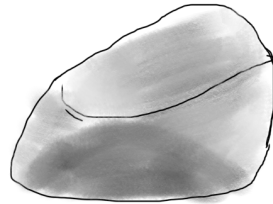
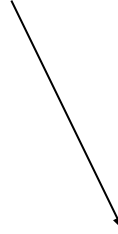


Wood

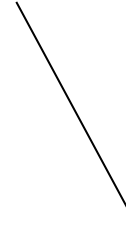


Fabric

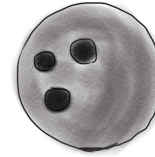
Mineral Extractor



Rock



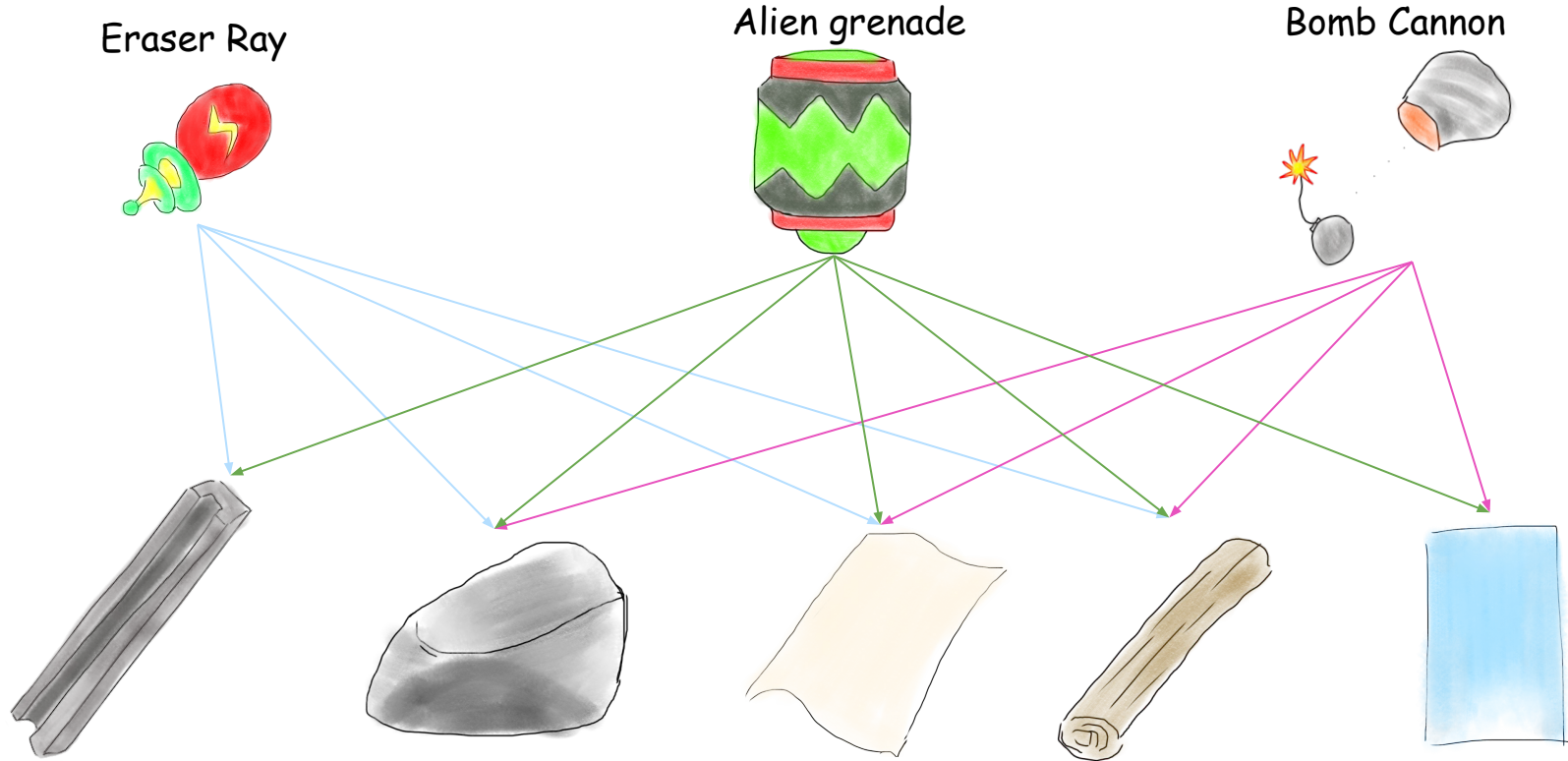
Glass



Metal



DIAGRAM OF WEAPON/MATERIAL INTERACTION



KEY PROTOTYPES TO TEST

1. In depth physics collider system which varies item interaction based on weapon and material
2. Accurate object travel system so the objects adhere to semi-realistic movement (i.e. rotation is feasible).
3. Robust UI menu system to compliment buy and build phases
4. Satisfying stacking system for build phase
5. Well-Developed turn based system which accommodates player switching

WISHLIST/EXPANSION

- More artifacts modeled
- Expanded animations
- Obstacles flying by to make shots harder
- System for penalizing alien for art destruction
- System for art retrieval by alien
- Different round lengths
- Multiple systems of projectile control
- Varied building terrain
- Expanded weapons and materials
- Expanded avatars available for aliens

QUESTIONS?



THANK YOU!

LGTM'S

PIXEL ART SOURCES

- pikexart.com
- itch.io/game-assets/free/tag-pixel-art
- opengameart.org

Tools Used:

- Photopea