

The background of the slide is a light gray grid. Overlaid on this grid are various illustrations of robots and robot parts. In the center, there are two full-body robots with red and blue segments, one with its arms outstretched. Above them are several individual robot parts like heads, arms, and legs. To the left and right are more full-body robots in different poses and colors (gray, green, yellow).

CURRENT STATUS

We've worked mostly on the first play type: Robot assembly. This game type is feature complete and is running on the Nintendo Switch and PC.

The multiplayer mode is functional and we currently have 4 playable multiplayer levels.

We've done some testing with motion tracking animations and models to make sure the workflow is seamless. These animations are implemented in the game as placeholder content. No visuals are implemented in the prototype.

We have concept art for the robots of three levels, which represent the first play type.

The music & gameplay of four of the levels are in the prototype phase.

The background features a collage of various robot-related illustrations. At the top center, there are several exploded views of robot components like heads, torsos, and limbs. Below these, there are several full-body robot models in different poses and colors (red, blue, green, yellow, and grey). Some robots are standing, some are in dynamic poses, and some are shown from the back. The entire background has a light grey grid pattern.

NEXT STEPS

We're currently prototyping the other two play types: Driving and Fighting.

Once prototypes of all three play types are complete, we'll continue with the visual aspects of the game: modeling, concept art, animations, interface design.

Parallel to that, we'll keep on working on music and gameplay.

We expect production to take 18 months.