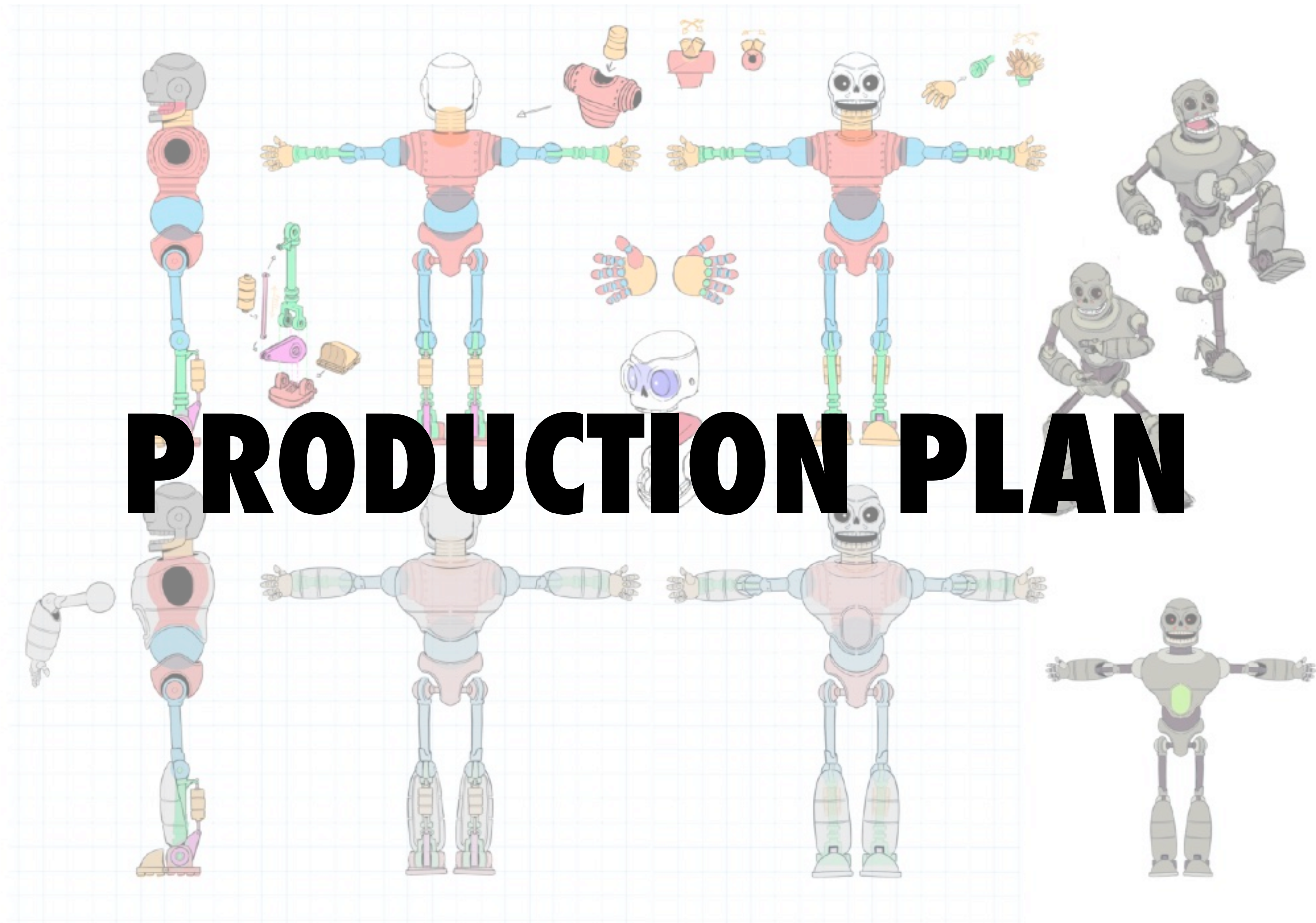


PRODUCTION PLAN



The background of the slide is a light gray grid. Overlaid on this grid are various faint, semi-transparent illustrations of robots and their components. These include: a tall robot on the left, a robot head and torso in the top center, a robot arm and hand in the top right, a robot in a dynamic pose on the right, a robot in a crouched pose below it, a robot in a dynamic pose on the bottom left, a robot in a dynamic pose in the bottom center, a robot in a dynamic pose on the bottom right, and several individual robot parts like heads, arms, and legs scattered throughout the upper half.

CURRENT STATUS

We've mostly worked on the first play type: robot assembly. This type is feature complete and is running on the nintendo switch and on PC. Multiplayer is also working.

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.

There's concept art for three levels of the robots, which represent the first play type.

The music & gameplay of four levels is in prototype phase too.