

The background of the slide is a light gray grid. Overlaid on this grid are various faint, semi-transparent illustrations of robots and robot parts. At the top center, there are several small, colorful components like a head, torso, and limbs. Below these, there are larger, more complete robot models in various poses. Some are standing, some are in motion, and some are shown in a disassembled state. The robots have a retro, blocky aesthetic with a mix of colors like red, blue, green, and yellow. The overall theme is robot assembly and animation.

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.

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). Some robots are standing, some are in dynamic poses, and some are shown in a more skeletal or wireframe style. The entire background has a light gray grid pattern.

NEXT STEPS

We're currently prototyping the other two play types: driving through the lab and fighting.

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

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

We expect production to take 18 months.