

The background of the slide is a light gray grid. Overlaid on this grid are various faint, semi-transparent images of robots and robot 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 at the bottom center, a robot in a dynamic pose at the bottom right, and a small robot at the bottom left. The central text is overlaid on the grid and the robot images.

# 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. It includes several full-body robot models in different poses and colors (red, blue, green, yellow, and grey). There are also numerous individual components like arms, legs, heads, and hands, some of which are shown in exploded views. The entire collage is set against a light grey grid background.

# 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.