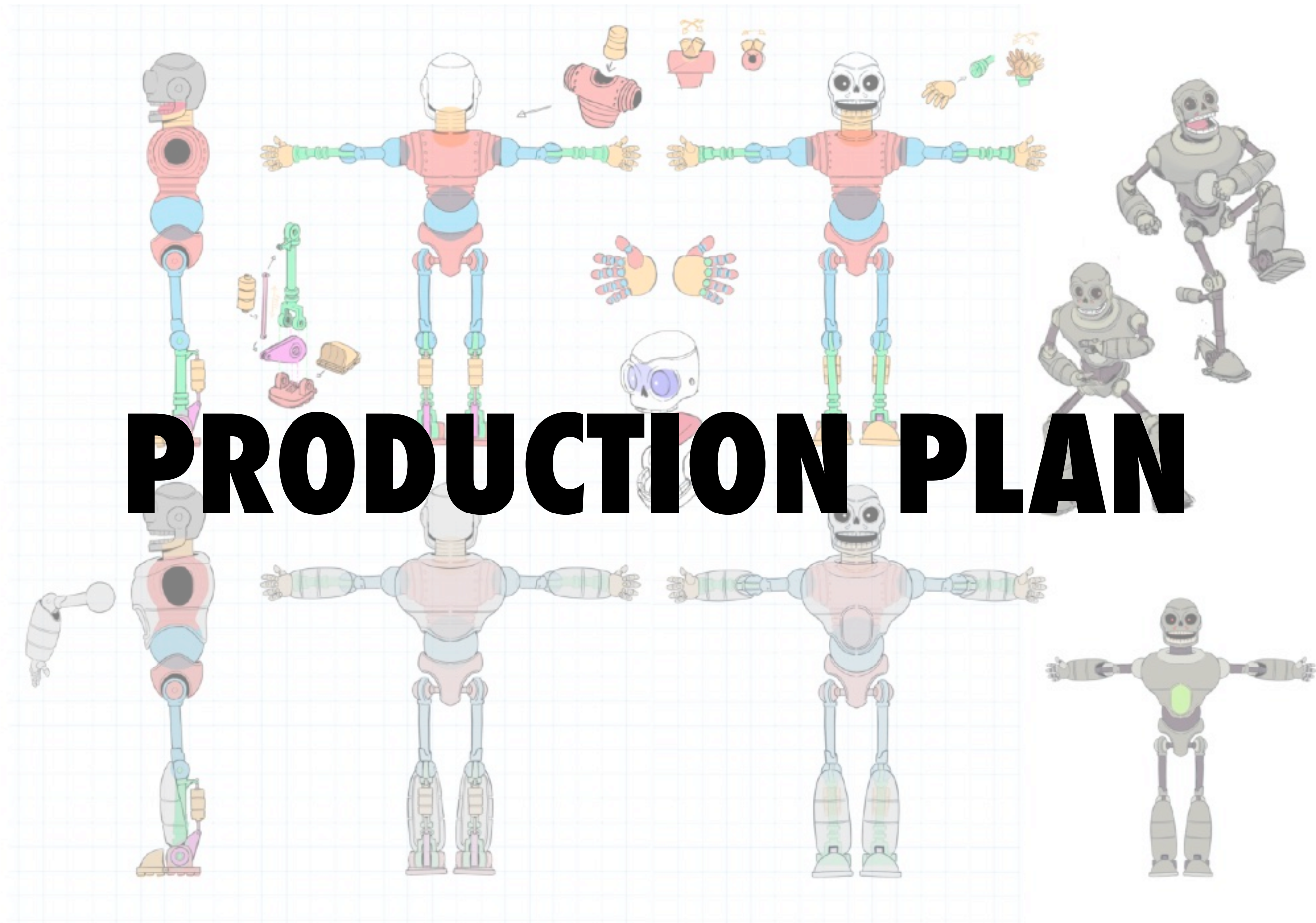


PRODUCTION PLAN



The background features a collage of various robot-related illustrations. At the top center, there are several small, colorful robot head and torso components. Below these, two larger, stylized robot figures are shown from the waist up, facing forward. To the left, a full-body robot figure is depicted in a dynamic pose. To the right, another full-body robot figure is shown in a different pose. At the bottom, there are more robot parts, including a head and a torso. The entire background is a light gray color with a subtle grid pattern.

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.