

*Unannounced Project*

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*Unannounced Project..*

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After 7-(ish) years...



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It's gonna be pretty good

# It's gonna be pretty good

Hopefully better than the first one



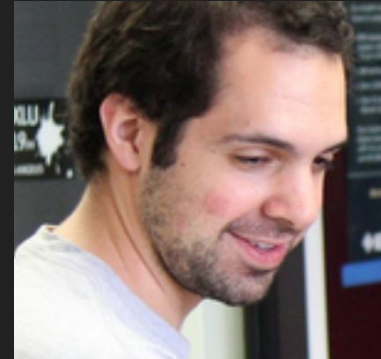
# Thanks

C ya



# What is K'two?

- 1-4 Player Online, Party-based, Zombie Survival, game.
- Compete as a team to vie for the high score!
- Continuing the legacy of LMU's Class of 2012!



(Baby Forney '12)

## But why?

- ~~Forney paid us.~~ We see this as an opportunity to take advantage of our last semester at LMU and utilize the specific strengths each of us bring to the table with Forney as our mentor.
- We aim to create an interesting and collaborative, experience with intelligent game-design.
- Networking is a critical technical challenge we are eager to face.

# K'two Deliverable

- A hosted, web browser-based, online multiplayer game with persistent high scores powered by Unity.
- A better, faster, stronger, and cooler version of K'tah.
- A culmination of our technical backgrounds gained from our time here at LMU.

# K'two Classes

- **Architect**
  - Builds walls and traps to slow down/kill zombies
- **Tinkerer**
  - Builds turrets to deal damage to zombies
  - Can upgrade some of allies' skills to make them stronger
- **Chemist**
  - Does AOE buffs/debuffs with chemical vials to aid allies or hurt zombies
- **Herder**
  - Literally a dog
  - Has a barking mode that scares all zombies away in a radius
- **Chef**
  - Healer class - serves food to teammates
  - Can spill grease on the floor to disperse zombies

Thanks! Questions?