

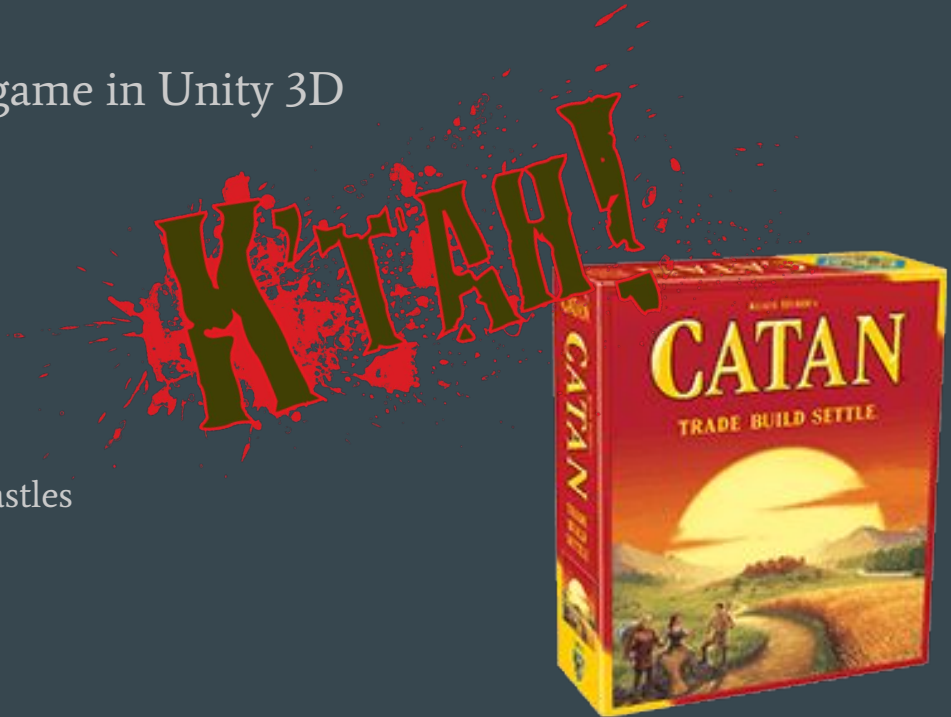
# Settlers of K'tah



Project Proposal Presentation  
Maddie Louis & Merissa Tan

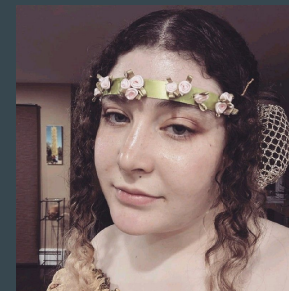
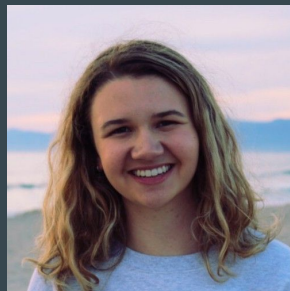
# What is Settlers of K'tah?

- Combination of K'tah and Settlers of Catan
- Turn-based multiplayer video board game in Unity 3D
- Players work to:
  - Gather resources
  - Build castles/outposts and expand armies
  - Fight off a zombie horde / Defend their castles



# Who is Settlers of K'tah?

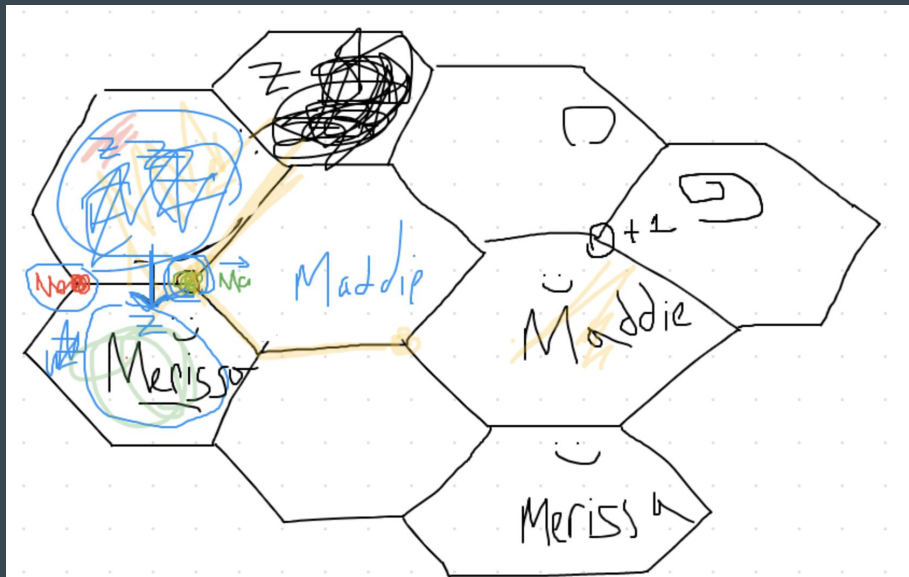
- Maddie Louis (Programming)
- Merissa Tan (Programming)
- Kaitlyn Behrens (Animation)
- Haley Mech (Animation)
- Dr. Forney (Creative/technical advisor)



# Goal of the Game

- Three ways to win:
  - Savior of K'tah
    - Find the cure for the zombies
  - Defender of K'tah
    - Defeat the zombies
  - Lone Survivor of K'tah
    - All other players are defeated

Brainstorming art:



# Game Mechanics

- Turn-based game
  - Each turn, players:
    - Roll the dice
    - Collect resources
    - Build buildings / obtain knights
    - (Possibly) fight / defend



# Resources

- Five types of tiles

- Steel
- Wood
- Wheat
- Brick
- Zombie

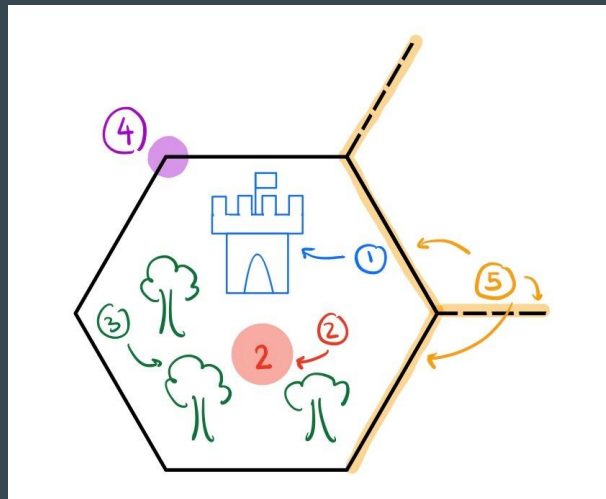


- Each tile (except Zombie) represents a resource, and has a “bounty”

- Bounty determines how many pieces of that resource you get

# Buildings / Knights

- Knights and buildings require different combinations of resources
- Outposts
  - Allow for resource collection
- Apothecaries
  - Gather Cure Progress points to lead to a cure
- Knights
  - Fight and defend your cities against the zombie horde



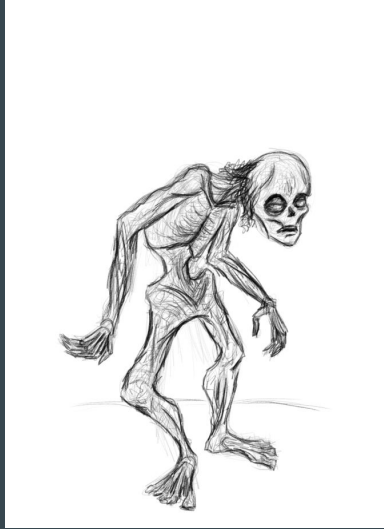
# Zombies

- Zombie horde starts at an initial tile
- When the Zombie face of the dice is rolled, the player who rolls it can move the zombie horde to any adjacent tile
- Zombies will attack castles
  - Mini-game triggered
  - If successful, castle/tile will be overrun
  - Otherwise, zombies are knocked backwards





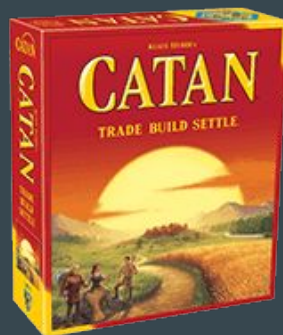
# Concept Art



Credits to our graphics team!

# Inspiration

# K'TAN!



# GAME OF THRONES



# MINECRAFT

# Questions?

[Learn More!](#)