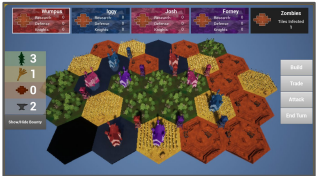
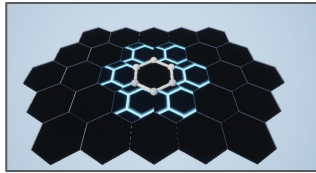


## Overview

Settlers of K'tah is a turn-based video game inspired by Dr. Forney's K'tah and the board game Settlers of Catan. The game is zombie-themed and allows 2-4 players to compete to win.

## Development Pictures



# Settlers of K'tah

**Programming:** Maddie Louis, Merissa Tan

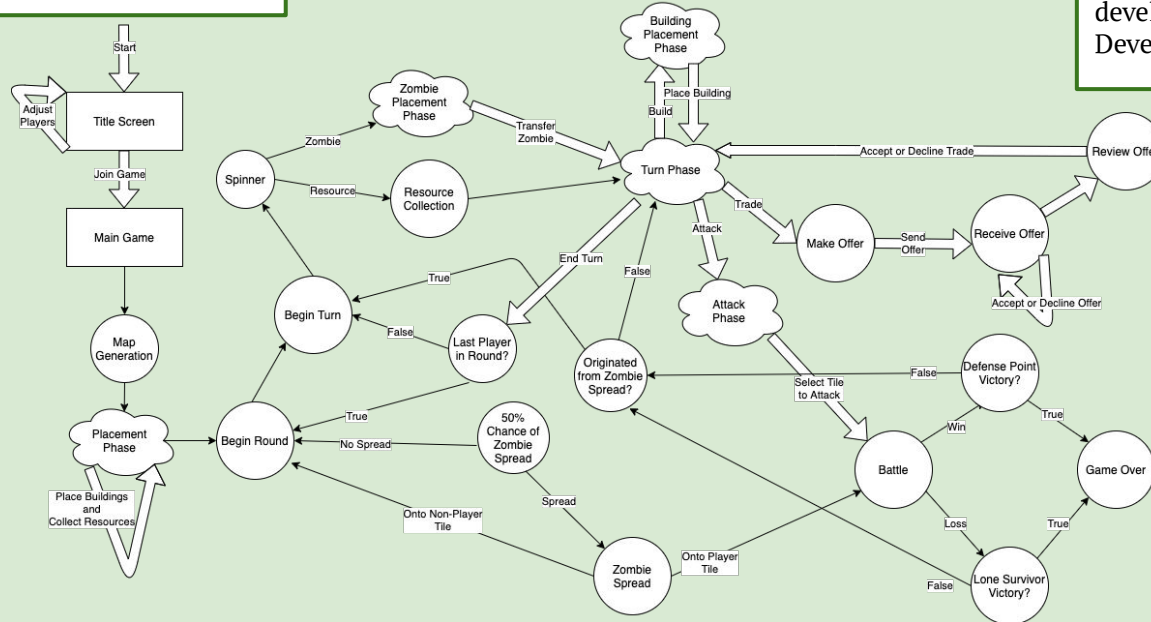
**Animation:** Kaitlyn Behrens, Haley Mech

**Advisors:** Dr. Andrew Forney, Josh Morgan



## Justification

This project gave us the chance to learn Unreal Engine, a technology neither of us had used before. Additionally, we utilized skills developed in classes such as Game Development and Data Structures.



## Gameplay

The game begins with the Placement Phase, where players take turns placing two Castles and two Outposts. Then, the game proceeds with turns that consist of resource collection, player actions, and zombie mechanics. When only one player has their castle(s) standing, or when one player has defeated the Zombie Horde, they are crowned the victor and the game ends.

## Future Plans

- Network multiplayer
- More detailed battle mechanics
- Apothecaries + new victory path
- Knight upgrades
- Fine-tune game mechanics (yield amounts etc.)
- Thorough playtesting



UNREAL  
ENGINE



GitHub